

Andrew J. Solis

Research Engineer at University of Texas at Austin

+1-210-452-1600

andrew.jsolis@pm.me

ORCID:0000-0002-8917-2874

## Interests -

- High-Performance Computing
- 🞓 Parallel Processing
- Scientific Computation
- 🖻 Visualization
- 🞓 Software Engineering

# Skills

Programming:

C, C++, JavaScript	•	•	•	•	•
python, HTML, CSS	•	•	•	•	
MPI, Unity3D, C#	•	•	•		
CUDA, Java, SQL	•	•			
Bash Scripting, Unreal	•	•	•		
Libraries:					
angular	•	•	•	•	•
mongo	•	•	•	•	
D3, scikit-learn	•	•	•		
tensorflow, PyTorch	•	•			
Django	•	•			
Utilities:					
git, linux, vim	•	•	•	•	•
jira, github, gitlab	•	•	•	•	
Technologies:					
Meta VR, HTC VIVE	•	•	•	•	
multi-tiled display wall	•	•	•	•	
large touch screens	•	•	•	•	
Hololens, Magic Leap	•	•	•		

# **Working Experience**

Aug, 2015 – current	<b>Research Engineer</b> Working as a research engineer/visualization lab manager at the Texas Advanced Computing Center. Research Areas include Extended Realities (VR/AR/MR), Scientific Computation, Visualization, and HPC.
Jun, 2014 – Aug, 2015	<b>Software Engineer</b> Front-end developer that helped manage IBM Cloud technologies. Worked in agile environment to support feature requests, bugs, and improvements.
Jun, 2012 – Jun, 2014	<b>Undergraduate Research Assistant</b> Supported different research projects at The Texas Advanced Com- puting Center. Improve functionality for visual analytics of archival analysis.

## Education

**Postgraduate Studies** 

2020 – current		Computer Science CGPA: 4.0, GPA: 4.0	Texas State University		
	HPC	Parallel Processing	Scientific Computation		

### Undergraduate Study

2010 – 2014 B.S. in Computer Science XR Software Development

University of Texas at Austin

### Honors and Awards

Apr 2022	Exemplary 140 Award	University of Texas at Austin
Aug 2022	Graduate College Scholarship	Texas State University
Aug 2022	Phi Kappa Phi Honor Society	Texas State University
Apr 2023	C.S. Graduate Academic Excellence Award	Texas State University
Aug 2023	Graduate College Scholarship	Texas State University

### **Publications**

#### Conferences

\* main presenter at conference

- \* Andrew Solis, William J. Allen, and Erik Ferlanti. "Containerizing Visualization Software: Experiences and Best Practices." in *Practice and Experience in Advanced Research Computing (PEARC '22).* Association for Computing Machinery, New York, NY, USA, Article 22, 1–8. 2022. doi: 10.1145/3491418.3530769
- \* Andrew J. Solis, Gregory Foss, Craig Jansen, and Mathew Stelmaszek. "VisQueue: An Analytical Dashboard for Science Exploration on HPC Systems", in *Practice and Experience in Advanced Research Computing (PEARC '20).* Association for Computing Machinery, New York, NY, USA, 293–298. 2020. doi: 10.1145/3311790.3396618
- S. Johnson et al. "Artifact-Based Rendering: Harnessing Natural and Traditional Visual Media for More Expressive and Engaging 3D Visualizations," in *IEEE Transactions on Visualization and Computer Graphics*, vol. 26, no. 1, pp. 492-502, Jan. 2020. doi: 10.1109/TVCG.2019.2934260
- \* Andrew Solis, Briana Bradshaw, and Latrell Gaither. "An Exploratory Tool for Analyzing Computational Jobs on XSEDE/HPC Resources." in *Proceedings of the Practice and Experience in Advanced Research Computing on Rise of the Machines (learning) (PEARC* '19). Association for Computing Machinery, New York, NY, USA, Article 128, 1–3, 2019. doi: 10.1145/3332186.3337957

# Short Bio

I am a researcher at The Texas Advanced Computing Center at the University of Texas at Austin. I began my academic career as an undergraduate research assistant before accepting a full time position. I am currently pursuing my masters at Texas State with a focus on compiler optimization for HPC systems.

# Profiles



# Languages

#### English

Spanish (college courses)

## Personal

I live with my loving partner Nina and our dog-child Indigo in northwest Austin. I enjoy playing tennis to stay active and have been learning to play pickleball. During my downtime I love smoking meat and trying different cuisines around town. I am a lifelong learner trying to improve my spanish, learning to play guitar, but also enjoy getting outside to go hiking and have sightseeing adventures.

- \* Greg Foss, Andrew Solis, Sarang Bhadsavle, Wendell Horton, and Lee Leonard. "Plasma Simulation Data Through the Hololens.", in *Proceedings of the Practice and Experience on Advanced Research Computing (PEARC '18)*. Association for Computing Machinery, New York, NY, USA, Article 105, 1–2, 2019. doi: 10.1145/3219104.3229431
- G. M. Rodriguez, M. Cruz, A. Solis, P. Ordóñez and B. C. McCann. "An immersive approach to visualizing perceptual disturbances," 2017 IEEE Virtual Reality (VR), Los Angeles, CA, USA, 2017, pp. 291-292. doi: 10.1109/VR.2017.7892291
- \* S. S. Bhadsavle et al., "Immerj: A novel system for democratizing immersive storytelling," 2017 IEEE Virtual Reality (VR), Los Angeles, CA, USA, 2017, pp. 367-368. doi: 10.1109/VR.2017.7892329

#### Journals

- G. Abram, A. Solis, Y. Liang and K. Kumar, "In Situ Visualization of Regional-Scale Natural Hazards With Galaxy and Material Point Method," in *Computing in Science & Engineering*, vol. 24, no. 2, pp. 31-39, 1 March-April 2022. doi: 10.1109/MCSE.2022.3155074
- Esteva, Maria, Jessica Trelogan, Weijia Xu, Andrew J. Solis, and Nicholas E. Lauland. "Lost in the Data, Aerial Views of an Archaeological Collection." in *DH*, pp. 174-176. 2013.

### **Invited Talks**

June 2022	Introduction to Visualization Technologies TACC Institute on Visualizing and Interacting with Da	TACC   UT Austin ta
Nov 2019	Introduction to Visualization Technologies SDS 322 Introduction to Scientific Computing	UT Austin
Oct 2019	Introduction to Visualization Technologies INF 385T Advanced Visualization Environments	UT Austin
Aug 2018	Introducing A-Frame: We-based Immersive Vis TACC Institute on Visualizing and Interacting with Da	TACC   UT Austin ta
Aug 2017	Introducing A-Frame: We-based Immersive Vis TACC Institute on Visualizing and Interacting with Da	TACC   UT Austin ta
Feb 2017	<b>Unity: Practices and Experiences</b> Guest Lecture at UT San Antonio	UTSA
Mar 2016	Using Virtual Reality in Storytelling SXSW (South by Southwest)	Austin, TX
Apr 2015	NARA: An exploratory solution for large file system UT Research Week	S UT Austin