

SOLOMON BLOUNT

ASPIRING SOFTWARE ENGINEER

Embracing **change**, celebrating *uniqueness*, and upholding **ethical standards**

CONTACT

solomon1blount@gmail.com
(910) 813-0489
Cary, NC | Greensboro, NC
[linkedin.com/in/siblount](https://www.linkedin.com/in/siblount)
github.com/siblount
thesolomonchronicles.com

WORK EXPERIENCE

SOFTWARE ENGINEERING INTERN

GOOGLE: May – August 2024

Developed a modular application with an interactive IPython shell environment, enabling engineers to programmatically create and manage Android virtual machine sessions, streamlining development workflows and enhancing productivity through automated setup and configurable options for our Google Meet engineers.

GOOGLE: May – August 2023

Designed and built a critical internal CLI command that automates the detection of non-determinism in gRPC and Stubby calls, covering approximately 95% of the codebase and significantly improving code reliability.

STEP INTERN

GOOGLE: May – August 2022

Created a CRUD API inside the Google Maps API using Golang to improve customer experience.

SKILLS

- Python, C#, Golang, JavaScript, TypeScript, Java, C++
- Desktop applications, Web development, Backend development, data processing, testing, databases, virtual machines, web security, CI/CD, Installers
- Windows, Linux, Git, Mercurial, GitHub, VS Code, SQLite, Prometheus, Grafana
- Docker, Docker Compose, Kubernetes, Next.js, React

EDUCATION

North Carolina A&T State University

Computer Science
Bachelors | 3.83 GPA
August 2021 – May 2025

North Carolina A&T State University

Computer Science
Pursuing Masters
January 2026 – May 2028

PROJECTS

(Sorted by community impact first)

Code Guardian   

Lead Programmer | January – May 2025

Developed a full-stack, production-level web game application focused on enhancing cybersecurity skills through interactive code challenges.

JzSense  

Project Owner | April 2021 – Present

Created a web scraper using Python to convert documentation from DAZ website to a documented JavaScript file to enable IntelliSense. Also, created a scraper for old documentation to JavaScript file.

Product Manager for DAZ Studio™  

Project Owner | July 2021 – Present

Created a desktop app that automates the extraction process for DAZ Studio products for ZIP, RAR, and 7Z files. It also is a smart product library that holds installed products, has a search engine, and more.

My3Ball: Three Point Contest  

Owner | January 2024 – May 2025

Created a VR three-point contest basketball game in Unity solely made by myself.

There are many more projects to see on my LinkedIn page.



- Best works



- GitHub Project



- Won an award



- School project