SOLOMON BLOUNT

ASPIRING SOFTWARE ENGINEER

ABOUT ME WORK EXPERIECE

I was dual enrolled in Wake Tech my junior & senior year of High

School. I transitioned from IT to Computer Science. On my free time, I

like to learn & make 3D scenery, play basketball, have fun playing

games, and of course, learn new technology.

CONTACT

solomon1blount@gmail.com

(910) 813-0489

Cary, NC | Greensboro, NC 4



linkedin.com/in/siblount



thesolomonchronicles.com

EDUCATION

North Carolina A&T State University

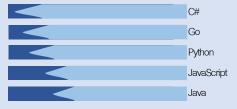
Bachelor of Science Computer Science Sophomore | 3.87 GPA August 2021 – 2025

Wake Technical Community College

Simulation and Game Development Dual-enrolled (HS) | 3.80 GPA August 2019 – May 2021

SKILLS

Programming Languages



Software Skills

Development Tools: Git, Mercurial, GitHub, VS Code, Visual

Studio, Python Console, Juypter Notebooks

Productivity: Microsoft Word, PowerPoint, Excel

Operating System: Windows, Linux

Frameworks: Qt, .NET Framework/Core

3D/Misc: Unity, DAZ Studio, Qt Creator, QtScript, SQLite

Soft Skills

Problem Solver, Collaborator, Team Player, Helper, Sound

Analytical Skills, Excellent Computer Knowledge

STEP INTERN - SOFTWARE ENGINEER

Google – May – August 2022

Implemented internal features inside the Google Maps API using Golang to improve customer experience.

PROJECTS

(Sorted by community impact first, then alphabetical)

JzSense / JzSense Generator 🗘 🕸

Project & Repository Owner | April 2021 - Present

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

DAZ Product Manager 🗘 🕾

Project & Repository 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.

Billboard Creator

Project & Repository Owner | July 2021 - Present

Designed and programmed a creator tool for DAZ Studio to automate the 3D billboarding process.

Blackboard ™ Assignment Name Emphasizer

Owner | October 2021 - Present

Created a Chrome extension that emphasizes assignments that have and haven't been submitted yet on the

Blackboard Home Page.

Blockchain Price Tracker & Analyzer

Owner | May 2021 – Present

A python project that uses Coinbase's API to get available crypto prices repeatedly and then creates a chart that spits out the best time to buy/sell crypto in a month or at a time of the day.

Hue Lockout A

Owner | May 2021 - Present

Engineered user interactions with the environment, developed game logic, and set up the UI for the game.

Moon Warden 🛭 🖎

Lead Programmer, Co-Owner | January - February 2021

Programmed player and enemy interactions, collision events, UI functionality, and scene navigation. Designed main menu, help menu, and pause menu.

The Lost Treasure of Zimbawee

Team Lead & Programmer | December 2020

Engineered collision system; programmed scene navigation, UI, and character animations and movement.

Waiter Rush 🕮

Team Lead & Programmer | February – March 2021

All game functionality has been programmed, designed, and implemented by me. I directed and managed a team of five to accomplish other aspects of the game.

For more information, please visit my website.