

# SOLOMON BLOUNT


ASPIRING SOFTWARE ENGINEER


## ABOUT ME

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

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[thesolomonchronicles.com](https://www.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, Git-Hub, VS Code, Visual Studio, Python Console, Jupyter 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

## WORK EXPERIENCE

### 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

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 Zimbabwe

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](#).