

Solomon

Software Engineer | Startup Founder | Content Creator

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Summary

I am a software engineer with a deep passion for entrepreneurship that dates back to when I started my first company, FAVR, a two-sided marketplace allowing customers to request chores to be fulfilled by high school/college-age workers. The technical skills I picked up while building the product allowed me to be hired as a software engineer right after high school graduation, despite not having a CS degree or Bootcamp cert. My unorthodox journey as a software engineer also inspired me to start Icodestuff, a channel teaching short-form programming tutorials that have amassed over 100K views. I believe my journey so far shows my ambitious & driven nature and I'd like to be apart of a company that knows how to cultivate that energy into building something great while also aligning with my values.

Experience

GoodRun — Co-Founder

March 2022 - Present
New York, New York, United States

GoodRun offers customers a way to book gym rentals & find pickup games on a single platform. I am responsible for all things product, which means I translate OKRs into sprint planning & backlog grooming while also building & maintaining the **Laravel** application which uses **React** & **Typescript** on the frontend.

Nerdery — Software Engineer

November 2019 - Present
Bloomington, MN, United States

I was hired at Nerdery to assist with maintaining a **Symfony** (PHP) backend for one of our biggest clients, PetFinder. My role slowly evolved from backend to full-stack where I also assisted with supporting the **NextJS** & **Typescript** frontend. As of today, I support our All State / AIP client where I work in a micro-service environment using primarily React & GraphQL (bff) to build All State's identity protection platform.

Icodestuff — Founder

May 2018 - Present
Teaching short-form programming tutorials which include topics such as: Laravel, NextJS, TDD, etc. I have amassed over 100K views and also have a following of 13K followers on Instagram posting satirical programming content.
<https://www.youtube.com/c/Icodestuff>

HoopSpots — Co-Founder

December 2020 - March 2022
Minnesota, United States
HoopSpots was about bringing pickup basketball to the masses. The company evolved from a mobile app to create a crowdsourced resource helping players find the nearest game from anywhere around the globe. My role at the company was to build & maintain both the backend API built with **Laravel** & **GraphQL** as well as support the **React Native** & Expo app. I was responsible for deployments to the app store and the CI / CD process which deployed the backend to AWS. The company has since merged with GoodRun.

Gigwerk — Co-Founder

March 2018 - December 2020
Minneapolis, Minnesota, United States
Gigwerk, formerly known as FAVR, was a B2B startup that supplied field service businesses with gig workers and gig workers with jobs. My role at the company was to onboard clients, generate leads & scope project work all while building the entire codebase. For our backend we used a **Laravel** 6 API that acted as a source of information for our **Angular** Dashboard and **Ionic** 4 PWA. I mostly was responsible for building the backend while my co-founder help build the frontend, the I did cross-domains often.

Solken Technology LLC — Founder

January 2018 - September 2019
I started Solken Technologies during my senior year of high school where I helped local mom & pop shops build a digital presence using WordPress & Shopify. As time progressed, I helped local companies build full-stack applications using Laravel (PHP).

Noteworthy clients: Macken Funeral Home, Land-O-Dreams, Popus Gourmet Popcorn

Guns.com — Software Engineer

July 2018 - March 2019
Burnsville, Minnesota
I was hired to GDC to build Point of Sale **API** integrations into their e-commerce application. I primarily worked with **Laravel** & **VueJS**. As time progressed, I became responsible for writing & maintaining the CI / CD process using Jenkins.

Elite Custom Solutions - Business intern

January 2018 - May 2018
Rochester, Minnesota
Apart of my high school internship program, I worked under Samuel Prabhakar, the CEO of Elite Custom Solutions. In this program, I learned what it takes to start and operate a company. At Elite Custom Solutions, I learned the importance of product market fit, market research, financial models, crafting pitch decks and more.

AREA 10 LABS - Software intern

October 2017 - May 2018
Rochester, Minnesota
Apart of my high school internship program, I worked at Area 10 Labs under the principal engineer where I learned a multitude of skills such as VR Software, Web Development and CAD Design. Apart of the program, I was supposed to build a product which eventually became my first startup FAVR.

Education

John Marshall Senior High School

2014 - 2018
High School, Honors/Regents High School/Secondary DiplomaProgram

Skills

React, TypeScript, PHP, NextJS, Javascript, Angular, React Native, VueJS, Laravel, Symfony, CI, CD, TDD, AWS, Project Management, Software Architecture

Languages

English