

GRANT SOLOMON

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Portfolio Website—gsolo2001.github.io

PROFILE

I'm a talented computer science graduate with experience designing, programming, and maintaining software and web applications both on my own and alongside a team.

I have extensive experience leading and supervising a team in the development of a variety of software, as well as handling the necessary training that accompanies it.

I've worked with Valdosta State University's Information Technology department for over 3 years, gaining hands-on experience while simultaneously taking classes to complete my B.S. in Computer Science.

In my time at Valdosta State University, I've functioned as:

- System Administrator for the university's work order system (Ivanti Neurons for ITSM)
- System Administrator for the university's two-factor management system (Duo)
- IT Manager for the university's help desk
- Editor for the university's website

EDUCATION

B.S. in Computer Science

May 2022

Valdosta State University - Valdosta, GA

EXPERIENCE

IT Help Desk Manager

Aug 2021 - til date

Valdosta State University - Valdosta, GA

- System Administrator for our work order system (Ivanti Neurons for ITSM)
- Manage the hiring, training, and supervision of our help desk technicians

Web Development Internship

Jun 2021 - Dec 2021

Valdosta State University - Valdosta, GA

- Created a website for the Southwest Georgia Healthcare Partnership
- Learned how to manage and work with clients

IT Help Desk Technician

Feb 2020 - Aug 2021

Valdosta State University - Valdosta, GA

- Tasked with assisting faculty, staff, and students with technology issues
- Provided IT support, knowledge, and training for our help desk agents

PROJECTS

Redesign Ivanti Neurons As System Administrator for Valdosta State University's work order system, I led a project to improve and redesign its end-user experience. I worked on the front and back-end systems to update the application to be professional and end-user focused, and led focus groups to introduce the new design and features.

Data Structure Analysis. To showcase the capabilities of a Cyclic Doubly Linked List, I worked with a small team to create two Java-based applications: a media player and a digital game of Uno. The applications both used GitHub for version control and to organize our tasks and sprints.

Agile Software Development. To improve our agile software development skills, I worked with a team to create a Java-based application that allowed you to manage a network of vending machines. The application used GitHub for version control and to organize our tasks and sprints.

Capstone Project. For my capstone project, I worked with a team to create a 2D, retro-style game written in C++. The game engine was coded from scratch, including the physics and rendering, and all the game code was written using object-oriented programming. See my portfolio site (linked at the top) for more information.