

# SOLOMON BLOUNT

## ASPIRING SOFTWARE ENGINEER

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

## WORK EXPERIENCE

### SOFTWARE ENGINEERING INTERN

Google, Durham, NC: *May – August 2024*

- **Developed** a modular interactive Python shell environment
- **Enabled** engineers to programmatically create and manage android virtual machine sessions.
- **Streamlined** development workflows and **enhanced** productivity through automated setup and configurable options for Google Meet engineers.

Google, Remote: *May – August 2023*

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

### STEP INTERN

Google, Remote: *May – August 2022*

- **Created** a CRUD API inside the Google Maps API using Golang.
- **Improved** customer experience through enhanced API functionality.

## SKILLS

- Python, C#, Golang, JavaScript, Java, C++
- Desktop applications, data parsing, testing, databases, virtual machines, CI/CD, Installers
- Windows, Linux, Git, Mercurial, GitHub, VS Code, SQLite

## ACHIEVEMENTS

- Zynga Scholarship Recipient (Full ride)
- Four-time NC A&T Chancellor's List Recipient
- Hackathon NC A&T 5.0 Winner
- Achieved 4.0 GPA for 2023-2024 school year

## EDUCATION

North Carolina A&T State University (NC A&T)

Computer Science | Senior

Pursing Bachelors | 3.83 GPA

August 2021 – Present

Wake Technical Community College

Simulation and Game Development

Dual-enrolled (HS) | 3.80 GPA

August 2019 – May 2021

## PROJECTS

### My3Ball: Three Point Contest 🏆🌟

Owner | *January 2024 – June 2024*

- **Developed** a VR three-point contest basketball game in Unity independently.

### Moon Warden 🏆🏠

Lead Programmer | *January – February 2021*

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

### 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.
- **Developed** 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.
- **Developed** a smart product library that holds installed products, has a search engine, and more.

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



- Best works



- GitHub Project



- Won an award



- School project

### **Minimum qualifications:**

- Currently enrolled in a Bachelor's or Master's degree in Computer Science or a related technical field in the EMEA region, and in your penultimate/final year of education.
- Experience working with data structures or algorithms during coursework/projects, research, internships, or practical experience in school or work (e.g., open-source coding).
- Coding experience in one of the following programming languages: Python, C, C++, Java, JavaScript.

### **Preferred qualifications:**

- Ability to complete a 13-17 week full-time internship in the internship location between May - October 2025.
- Relevant practical or internship experience (e.g., research assistant, teaching assistant, personal projects, etc) with programming in either: C++, Java, Python, or Go.
- Relevant practical or internship experience with one or more of the following: web application development, Unix/Linux, mobile application development, distributed and parallel systems, machine learning, information retrieval, natural language processing, networking, developing large software systems, and/or security software development.
- Interest and ability to learn other coding languages as needed.

### **About the job**

We offer a range of internships in either Software Engineering or Site-Reliability Engineering across EMEA. Durations and start dates will vary according to project and location. Our recruitment team will determine where you fit best based on your resume.

As a Software Engineering or Site Reliability Intern, you'll work on a specific project critical to Google's needs. Software Engineering Intern: As a Software Engineering Intern, you will work on a specific project critical to Google's needs. You will design, test, deploy, and maintain software solutions as you, and the business, grow and evolve during your internship.

We drive reliability and performance across a massive scale. You will work on software development projects to keep important business generating systems up and running, from code-level troubleshooting of traffic anomalies to maintenance of services; from monitoring and alerts to building automation infrastructure.

Google is an engineering company at heart. We hire people with a broad set of technical skills who are ready to take on some of technology's greatest challenges and make an impact on users around the world. At Google, engineers not only revolutionize search, they routinely work on scalability and storage solutions, large-scale applications and entirely new platforms for developers around the world. From Google Ads to Chrome, Android to YouTube, social to local, Google engineers are changing the world one technological achievement after another.

### **Responsibilities**

- Research, conceive and develop software applications to extend and improve on Google's product offering.
- Contribute to a wide variety of projects using natural language processing, artificial intelligence, data compression, machine learning, and search technologies.
- Collaborate on scalability issues involving access to data and information.
- Utilise exposure to large-scale production software troubleshooting.
- Help maintain mission critical services.