

MERON SOLOMON

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EDUCATION

Bachelor of Science in Computer Science (GPA: 3.5) | University of Texas at Arlington – Arlington, TX **12/2021**

TECHNICAL SKILLS

Languages: Python | Java | C/C++/C# | JavaScript | TypeScript | SQL | PHP | Swift

Frameworks & Tools: React.js | Angular | Node.js | Flask | .NET | TensorFlow | Pandas | Selenium | Playwright | Firebase | AWS | Docker | Kubernetes, Jenkins

Development Environments: Android Studio | Eclipse | NetBeans | Vim | Atom | Sublime

Operating Systems: Windows | Linux (Kali, Parrot OS) | macOS | **Version Control:** Git | GitHub | Bitbucket

PROFESSIONAL EXPERIENCE

SOFTWARE DEVELOPER | Paycom – Irving, TX **10/2023 – 10/2025**

- Engineered a Chrome extension with a drag-and-drop interface to automate test creation that boosted productivity for QA teams.
- Built and deployed a React.js and C# web app that optimized testing processes and maximized efficiency for QA developers.
- Created a unified automation stack leveraging a local JavaScript driver and Selenium Grid to streamline distributed test execution.
- Containerized core testing components (Selenium Grid, APIs) with Docker and orchestrated deployments through Kubernetes.
- Executed dynamic Selenium Grid scaling with Kubernetes Event-driven Autoscaling (KEDA) while minimizing operational costs.

SYSTEMS ENGINEER (Contract) | Oceus – Plano, TX **04/2023 – 10/2023**

- Developed Python scripts using the Playwright library to perform end-to-end testing across web and mobile platforms.
- Evaluated 5G-connected devices for third-party clients operating in remote and out-of-range environments.
- Automated Android app and connection testing using Python ADB library to enhance accuracy and performance.
- Monitored and interpreted performance data from Android devices to improve app reliability and efficiency.
- Executed CI pipelines with Jenkins to automate software updates, streamline test case management, and ensure stable releases.

SOFTWARE DEVELOPER (Test Automation Tools) | DISH Network – Denver, CO **05/2022 – 04/2023**

- Performed testing on multi-platform applications with database integrations by utilizing Python, Java, JavaScript, and MySQL.
- Implemented and maintained Node.js applications that streamlined workflows for manual testing teams.
- Designed, executed, and reviewed automated test suites while managing bug reports to keep product reliability.
- Engineered a Python-based solution that optimized movie transition detection, cutting lookup time by 82%.
- Developed JSON-based JavaScript APIs that simplified data exchange between testing software and set-top boxes.

SOFTWARE ENGINEER INTERNSHIP | Aleks Omega – Dallas, TX **10/2020 – 01/2021**

- Initiated and coordinated survey response development research for interactive touchscreen survey systems.
- Created a data-driven Python tool that analyzed historical bids to predict optimal pricing and improve win probability.

TECHNOLOGY INTERN (In-flight Entertainment Team) | American Airlines – Fort Worth, TX **06/2019 – 12/2019**

- Developed a Java/SQLite-based Android app enabling the In-Flight Connectivity Team to measure mobile load times efficiently, which resulted in reducing hardware dependency by 50%.
- Built a JavaScript/PHP web hub to centralize key documents for engineers, project managers, and partners to boost productivity.
- Optimized SQL database workflows to simplify testing and maintenance of embedded in-flight entertainment systems.

KEY PROJECTS

Tama ([Link](#)): **06/2021 – Present**

- Developed a Python automation assistant with GUI that manages user tasks, hotkeys, and clipboard functions, featuring mood-based interaction.
- Tama can get hungry, tired, happy, or sad and change the GUI depending on its mood.

CoMunch ([Link](#)): **06/2020 – Present**

- Built a cross-platform Flutter application using Firebase that suggests restaurants based on geolocation
- matches them to a list of restaurants ranked by proximity in a Tinder-like interface (Android & iOS).

Algo Visual Angular Site ([Link](#)): **12/2019 – Present**

- Created Angular web app that visually demonstrates sorting, searching, and graph algorithms step-by-step for educational clarity.
- Algorithms included major sorting, searching, and graph algorithms.

Space Blast Game ([Link](#)): **08/2018 – 12/2018**

- Designed a C++ game featuring GUI integration via Qt, enabling users to mine asteroids, battle aliens, and manage resources.
- Implemented GUI using the Qt library