

Mohamed Soliman

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EDUCATION

Washington and Lee University

Expected May 2027

Bachelor of Science in Computer Science and Mathematics — GPA: 3.94

Lexington, VA

- **Honors & Affiliations:** Winner of SOLVE Hackathon '24; President's List (2024-2026); ColorStack Member
- **Programs & Fellowships:** Jane Street FTTP; Google G-SWEP; Y Combinator Startup School
- **Relevant Coursework:** Algorithm Design, Theory of Computation, Artificial Intelligence, Linux Systems Design, Computer Organization, Programming Language Design, Performance-Aware Programming, Probability

TECHNICAL SKILLS

Languages: Python, C++, Java, JavaScript/TypeScript, Go, SQL

Tools & Frameworks: Spring Boot, FastAPI, Flask, Node.js, React, PostgreSQL, Kafka, Docker, Kubernetes, AWS

EXPERIENCE

Netflix

May 2026 – August 2026

Software Engineer Intern, Core Recommendations

Los Gatos, CA

- Built Python library of 28 tools, unifying 7 ML platforms serving 325M+ members into one investigation interface
- Deployed production MCP server exposing ML ops tooling, enabling agentic workflows across 15+ teams org-wide
- Developed always-on AI agent to auto-triage on-call alerts and draft fix PRs, cutting resolution time by 60%+
- Created eval harness replaying 500+ on-call incidents, validating 93%+ agent diagnosis and tool selection accuracy

HubSpot

June 2025 – August 2025

Software Engineer Intern

Cambridge, MA

- Redesigned ticket data flow in Java and React, eliminating redundant queries in system serving 250K+ businesses
- Optimized filter state transitions using React and TypeScript, cutting ticket search latency by 20%+ across views
- Built AI-powered ticket similarity engine using LLMs and vector embeddings, enabling semantic search capabilities
- Enhanced 40+ React components by implementing lazy imports and pagination, improving render speed by 35%+

YourTime+

January 2025 – April 2025

Software Engineer Intern

Remote

- Built automated data pipeline using Go to scrape and parse 120K+ race results from multiple third-party sources
- Developed API endpoints and interactive PHP dashboard for race metric computation, serving 20K+ active users
- Optimized PostgreSQL queries and implemented Redis caching layer, reducing page load times by 30%+

LaunchX

June 2024 – July 2024

Technology Intern

Ann Arbor, MI

- Developed CI monitoring dashboard with Spring Boot and React, improving build reliability across 30+ projects
- Built payment service using Stripe API with RESTful endpoints, streamlining integration for 15+ teams
- Created 20+ reusable React components with Tailwind CSS, standardizing UI patterns across projects

Washington and Lee University

January 2024 – Present

Computer Science Teaching Assistant

Lexington, VA

- Led weekly help sessions for 150+ students, improving understanding of data structures and algorithms
- Provided one-on-one mentoring for 30+ students, focusing on debugging skills and problem-solving approaches

PROJECTS

TripleCaptain | *React, FastAPI, PostgreSQL, Redis, Scikit-learn, XGBoost, Pandas*

- Built automated data pipeline integrating FPL API to process player stats with FastAPI, PostgreSQL, and Redis
- Developed ML models using scikit-learn and XGBoost to predict player performance and optimize squads
- Designed React dashboard with JWT authentication for real-time game updates and interactive squad analytics

TradePulse | *C++, Next.js, WebSocket*

- Built real-time trading simulator handling live WebSocket streams with configurable latency and order execution
- Developed modular strategy engine with 7 algorithmic trading strategies and real-time performance dashboard

Jit | *Java, Maven, SHA-1*

- Built complete Git-like version control system with branching, merging, staging area, and unified diff capabilities
- Implemented content-addressed object storage using SHA-1 hashing and serialization for blobs, trees, and commits