

Solomon S. Lee

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EDUCATION

Cornell University

Bachelor of Science in Computer Science (GPA: 3.6)

Ithaca, NY

Expected Grad: May 2026

WORK EXPERIENCE

Databricks

Incoming Software Engineer

August 2026

Palo Alto, CA

Google

Software Engineer Intern

August 2025 - November 2025

Sunnyvale, CA

- Built an **AI-powered package recommendation engine** using **Google Dataflow** to ingest millions of package metadata records into **Google Cloud Storage**, integrated with **Vertex AI Search** to build searchable indexes
- Developed a **Model Context Protocol (MCP)** tool that interfaces with the **Vertex AI Search** endpoint, enabling natural language queries in **Gemini CLI** for intelligent package management workflows
- Developed and deployed a **Java Spring AI MCP server** on **Google Cloud Run** with **recommendation system** accounting for relevance, popularity, ecosystem integration, and licensing, supporting key user journeys including package updates and vulnerability management

Roblox

Software Engineer Intern

May 2025 - August 2025

San Mateo, CA

- Saved **\$1.3M annually** by developing a ML **Kubernetes** Descheduler in **Go** that automatically identifies and terminates idle ML **RayJobs** and **Kubeflow pipelines**, improving GPU efficiency by **25%**.
- Delivered **\$400K+ in annual savings** by engineering a real-time cost dashboard system using **Go**, **Prometheus recording rules**, and **Grafana** that replaced legacy **Superset** systems, reducing engineering overhead by **80%** and enabling teams to optimize spend through cost efficiency metrics and budget tracking
- Implemented **bin-packing** algorithms to migrate pods from underutilized nodes to highly utilized nodes enabling node downscaling, saving millions of dollars annually through optimized resource allocation and cluster efficiency

Amazon Robotics

Software Engineer Co-op

August 2024 – December 2024

Westborough, MA

- Developed the RISE Job Template Uploader Tool, a **Python** application with a user-friendly UI, enabling simplified management and synchronization of job templates across environments (Prod → Gamma → Beta → Dev)
- Created version control for RISE job templates by integrating **Git** with **AWS S3**, enhancing collaboration, tracking, and template consistency while reducing the learning curve for new users.
- Developed a Python script to automate the extraction of log files from drive units using **SSH/SCP** protocols and uploaded them to **AWS S3**, enhancing log retrieval efficiency by **60%**

Roblox

Software Engineer Intern

May 2024 – August 2024

San Mateo, CA

- Developed an End-to-End rollback and data metric gathering tool that was able to process **600 million users per day** with operations that modified user data or could deserialize user metadatas to gather metrics
- Helped resolve large-scale on-call data corruption issues that impacted millions of users and increased engineering efficiency by **700%** using Python's workers and threads to enhance message throughput
- Utilized technologies such as **Spark**, **Hive**, **PySpark Notebooks**, and **SQS** to build tables, optimize message pipelines, and develop optimized, low latency processors

Data Analytics Group

Machine Learning Research Assistant

December 2024 – Present

Ithaca, NY

- Engineered a Python pipeline (**PyMuPDF**, **PIL**) with Hugging Face **vit-gpt2** to extract and caption pitch-deck images, merging Seraf and Gust deal data in Git
- Developed multi-modal ML workflows (**Transformers**, **HF Datasets**, **scikit-learn**, **TRL**) combining text, ratings, and network-graph features for success classification and funding regression.

TECHNICAL SKILLS

Languages: Java, Python, SQL, C++, C, C#, Go

Frameworks and Libraries: React, PyTorch, TensorFlow, Java Spring

Developer Tools: AWS, Git, Google Cloud, Docker, Kubernetes, Prometheus, Hive, Airflow, PySpark Notebooks