

# Blake DeGraw

Full-Stack Software Engineer | Video Game Developer | Sound Designer

Bremerton, WA 98312  
(801) 448-9173  
bbdegrow@gmail.com  
<https://github.com/Blake-D>  
[linkedin.com/in/blake-degrow/](https://www.linkedin.com/in/blake-degrow/)  
[blake-d.github.io/portfolio/](https://blake-d.github.io/portfolio/)

## PROJECTS

### Web Oscillator — Music Application

Javascript, HTML, CSS

Web-based synthesizer that allows the user to manipulate different waveforms using the cursor or touchpad.

### Rickipedia & Mortiverse — Full-Stack Web Application

Javascript, HTML, CSS, React, Express

Wiki site where users can browse Rick & Morty character and episode information and discuss fan theories.

## EXPERIENCE

### Real Craft Inc, Gig Harbor, WA — IT Manager

June 2020 - December 2020

Network and email administration, computer/hardware maintenance, remote access technology implementation.

### Iconiclick, Seattle, WA — Music Producer

June 2018 - June 2020

Music production for :30 and :15 television and internet advertisements.

### Academy for Precision Learning, Seattle, WA — IT & Operations Manager

December 2012 - August 2019

Network and email administration, computer/hardware maintenance, admissions coordination, human resources and payroll support.

## EDUCATION

### General Assembly, Remote — Software Engineering

December 2020 - March 2021

Full-stack software engineering immersive student in 450+ hour program

### Cornish College of the Arts, Seattle, WA — Bachelor of Music

January 2016 - December 2018

Emphasis in modern compositional methodologies. Summa cum laude.

## LANGUAGES

- Javascript
- HTML/CSS
- Python
- PHP
- Max/MSP
- Blueprints

## LIBRARIES & FRAMEWORKS

- Node
- Express
- React
- Flask

## DATABASE

- PostgreSQL
- Sequelize
- MongoDB
- Mongoose

## OTHER

- Unreal Engine 4
- Ableton Live
- ProTools
- Logic
- Sibelius