

Blake DeGraw

Full-Stack Developer

Bremerton, WA 98312 • (801) 448-9173

bbdegrow@gmail.com • linkedin.com/in/blake-degrow/ • github.com/Blake-D • blakedegrow.netlify.app

I am a full-stack web developer with a passion for crafting unique user experiences. As an engineer, video game developer, and critically-acclaimed composer, my works challenge the user to interact with digital devices in unorthodox ways.

Skills

Languages | JavaScript, HTML, CSS, Python, PHP, Max/MSP

Libraries and Frameworks | Node, Express, EJS, React, Flask

Database | PostgreSQL, Sequelize, MongoDB, Mongoose

Other | RESTful Routing, JSON, Unreal Engine 4, Ableton Live, ProTools

Projects

Web Oscillator | Music Application

React, CSS

Web-based synthesizer that uses Web Audio API oscillators to produce various waveforms in different combinations. User manipulates the synthesizer by dragging the cursor across the page; the X and Y axes apply different effects to the waveforms.

RickiPedia & Mortiverse | Full-Stack Web Application

MongoDB, Express, React, Node

Multi-page site that displays character and episode information about the Rick & Morty tv show.

Registered users can create accounts to contribute to the fan-theory discussion forum. Includes JSON web token, RESTful routing, and filtered data sets.

12-Tone Matrix Player | Music Application

Javascript, CSS Grid, HTML

Online calculator for use in composing 12-tone serialism music. The user inputs a series of 12 musical pitches, and the application calculates and displays all possible transpositions, inversions, retrogrades, and inverted retrogrades of the series. The user can also play audio renderings of select versions of the generated series.

Escape from D-1471 | Windows Game

Unreal Engine 4

First-person shooter/platformer video game that I developed independently. In addition to programming, I also designed the levels and sound, wrote the music, animated the enemy characters and cutscenes, and created all 3D assets.

Professional Experience

Iconiclick | Seattle, WA

Music Producer (contractor)

06/2018-Present

- Researching popular music trends in European and South-American markets and synthesizing those trends in television and internet ads targeting those regions.

Real Craft Inc | Gig Harbor, WA

IT Manager

06/2020-12/2020

- Updated practices in inventory and shipment tracking, resulting in improved communication across departments and fewer shipping discrepancies, saving the company \$1,000-\$2,000/month.
- Implemented use of remote access technology, allowing fifteen sales and administrative staff to work from home during COVID-19 closures.
- Brought email administration in-house from a third-party provider, saving the company \$500/month.

Academy for Precision Learning | Seattle, WA

Operations/IT Manager

12/2012-08/2019

- Drafted and maintained employment and enrollment contracts for 100 employees and 120 students.
- Administered all employee email accounts and software licensure.
- Provided IT support and physical maintenance for all school computers, printers, phones, and other instructional hardware.
- Compiled, edited, and maintained all school directories.
- Oversaw all admissions procedures during a 300% enrollment expansion.
- Implemented and maintained the company's applicant database.
- Scheduled daily tours of the facility and coordinated all off-site assessments of candidate students.

Outback Therapeutic Expeditions | Lehi, UT

Wilderness Survival Instructor

06/2008-11/2012

- Taught wilderness survival skills to at-risk youth in rehabilitation program.
- Planned and led daily 5-10 mile hikes for groups of 10-15 teenagers at a time during three-month sessions.
- Helped prepare youth for entrance requirements at therapeutic boarding schools.
- Provided first-aid support as needed.

Granite School District | Salt Lake City, UT

Substitute Teacher

10/2005-11/2012

- Substitute teacher for all grade levels, K-12, with an emphasis on ESL classes.

Education

Software Engineering Immersive Program

General Assembly | Remote

12/2020-03/2021

Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program

focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

Bachelor of Music: Modern Composition

01/2016-12/2018

Cornish College of the Arts, Seattle, WA

Summa Cum Laude

Associate of Arts: General Studies

12/2014-05/2015

Seattle Central Community College, Seattle, WA