Douglas **Blumeyer**
— Web Developer | **VR** Creative **—**

Tokyo, **Japan**
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Work Experience

Pivotal Labs
Software Engineer
2015 — current

technical lead on software development engagements; whether green-fielding or working in a legacy code base, advise product stakeholders on the most sustainable technology and product decisions
pair-programming, iteration planning
train client developers to deeply understand extreme programming practices (Don't just teach them to fish, train them to be fishing instructors) to be allies in transforming their organization's culture

Contextucation
Software Engineer
2014

as Objective-C contractor added value by improving the accuracy of WineGlass's price range estimation feature
research, regression analysis, data extrapolation for four major world regions

Stanford Virtual Human   Interaction Lab (VHIL)
Graphic Designer + Research Assistant + Programmer
2005 — 2008

designed an interactive Virtual Reality "haunted house" to demo VHIL to investors, involving mind-bending gravity flips
studied human psychology in virtual environments, focusing on the mutability of identity and channels of persuasion in Massive Multiplayer Online Role Playing Games and social networks

Portfolio

Scalar Set Theory
/ Github — WIP

apply atonal music theory to alternate pitch systems.

Houndsteeth
/ Github — WIP

extrapolate principles behind common patterns to generate novel fractals and/or animations.

Uncannly
/ Github — Dec 2016

use Markov chains generated from a pronunciation dictionary and frequency corpus to generate (and speak) new words.

Geometrhythm
/ Github — Feb 2015

change up a rhythm while it's playing.
custom-built widget w/ attractive & efficient animation.
dynamic data visualizations of musical math.

Rainbowbbles
/ Github — Jan 2015

'bowbbles are tuned to the music.
pay close attention to behaviors of the spectrum, size, and velocity.

Skills

JS: Node, ES6, Babel, Webpack
FRP: React/Redux, Immutable.js, Elm

XP: TDD, continuous deployment
VR: WebVR, Unity3D

Web: PCF, Python, Docker, SQL, Sass, SVG, Rails, Spring Boot, Kotlin
Machine Learning: Tensorflow, DCGAN

Education

Stanford University
B.A. Film and Media Studies 2003 — 2008

curriculum highlights CS 106x: Programming Abstractions (Accelerated); CS 103b: Discrete Structures; CS 154n: NP Completeness; Stats 121: Probability & Induction; Phil 150: Mathematical Logic; Math 51: Linear Algebra; Math 52: Multivariable Integral Calculus; Comm 167: Advanced VR Research