

# Douglas Blumeyer

## — Web Developer —

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## Portfolio

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### [Geometrhythm](#)

/ [Github](#) — Feb 2015

**change up a rhythm while it's playing.** custom-built widget hybridizes elements from jQuery UI, CSS transitions, and HTML5 Canvas "transform-origin" trick converts rotation to revolution for attractive & efficient animation.

**dynamically updating data visualizations** of nPVI, entropy, and other complexity analyses

**3000+ quality rhythms seeded** using custom algorithms for musical properties

**app powered by Ruby on Rails + Backbone.js** responsive, deeply nested views

### [Rainbowbbles](#)

/ [Github](#) — Jan 2015

**open-ended, addictive** pop obsessively or let them merge

**'bowbbles are tuned to the music** and preserve the color spectrum; random color, size, and velocity are weighted based on system state

### [ProtoRails](#)

Dec 2014

**recreated core Rails functionality from scratch**

**practiced metaprogramming** user can build associations, use flash, implement user auth

## Skills

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Ruby  
Rails  
Backbone.js  
JavaScript  
Node.js  
jQuery  
SQL

HTML  
Canvas  
CSS  
Python  
Objective-C  
Salesforce  
Office Suite

Unity3D  
Unreal Engine  
Oculus Rift SDK  
Final Cut Pro  
3ds Max  
Pro Tools  
Max/MSP & Jitter

## Work Experience

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### Contextucation

Software Development  
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

### Bloodhound

Operations Manager  
2012 — 2014

**aligned the vision of our business and product teams:** all operations hinged on me.

**conducted business analysis using SQL and user & market research** to uncover usage trends and advise ideal pricing & feature tiers per cohort / segment

**established systems within our CRM** and additional sales, support, and marketing software — as well as trained the employees who use them — to target bottlenecks & improve sales

**managed our biggest accounts;** described by one trade show organizer as "insanely committed"

**ran finances, HR & recruiting, facility & relocation, legal, forecasting**

**designed our internal support tools, user privacy scheme, and many other product features**

### 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

## Education

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### 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