# Douglas **Blumeyer**
## — Web **Developer** —

200 Dolores St. #12, **San Francisco** CA 94103
douglas.blumeyer@gmail.com | 847.922.1483
Github | douglasblumeyer.com | LinkedIn

## Portfolio

**Geometrhythm**
/ Github — Feb 2015

**change up a rhythm while it plays** widget powered by jQuery UI + CSS transitions + Canvas; app powered by Ruby on Rails + Backbone.js
**dynamic data visualization** analyzing advanced mathematic properties as you change the rhythm

**Rainbowbbles**
/ Github — Jan 2015

**open-ended, addictive** pop obsessively or let them merge
**'bowbbles are tuned to the music** and preserve the color spectrum

**ActiveRecordLite + RailsLite**
Dec 2014

**recreated core Rails functionality from scratch**
**practiced metaprogramming** user can build associations, use flash, implement user auth

## Skills

| | | |
|---|---|---|
| Ruby | HTML | Unity3D |
| Rails | Canvas | Unreal Engine |
| Backbone.js | CSS | Oculus Rift SDK |
| JavaScript | Python | Final Cut Pro |
| Node.js | Objective-C | 3ds Max |
| jQuery | Salesforce | Pro Tools |
| SQL | Office Suite | Max/MSP & Jitter |

## Work Experience

**Contextucation**
Software Development
2014

**as Objective-C contractor** improved WineGlass's price range estimation functionality, including international users

**Bloodhound**
Operations Manager
2012 — 2014

**aligned the vision of our business and product teams:** all operations hinged on me.
**conducted business analysis using SQL** to uncover usage trends, and integrate that with other insights I gleaned from my user and market research, in order to isolate our most important and troublesome segments and cohorts.
**established systems within our CRM** and additional sales, support, and marketing software — as well as trained our employees who use them daily — to maximize the useful feedback we could get about our bottlenecks on those fronts, too.
**ran the business:** AP/AR, accounting, taxes, stock, expense reports, payroll, budgeting, forecasting
**ran the facility**: food program; subleasing membership program; equipment inventory and forecasting; relocation, renovations, furnishing; voice, data, security, access systems
**ran the company:** recruiting, HR, legal, lease negotiations, benefits, insurance
**managed our biggest accounts;** described by one trade show organizer as "insanely committed"
**planned all aspects of our own exhibitions;** led support, UX, and business development teams
**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

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

**additional coursework** in Symbolic Systems (Computer Science, Logic, Stats, Calculus)
**thesis: contrasting interactive with non-interactive media** in terms of how audiences produce and manipulate mental models of 3D virtual environments differently