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

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Portfolio

Geometrhythm
/ Github — Feb 2015

change up a rhythm while it plays widget built by synthesizing elements from jQuery UI + CSS transitions + Canvas;
dynamically updating data visualizations of nPVI, entropy, and other complexity analyses
app powered by Ruby on Rails + Backbone.js

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

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
research, regression analysis, data extrapolation

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.
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

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