

Alex Blackburn

Seattle, WA

alexblackburn32@gmail.com | www.alexblackburn.me

EDUCATION

University of Utah College of Engineering

Bachelor of Science Computer Science (Honors College)

Salt Lake City, UT

Graduated: May 2018

WORK EXPERIENCE

7 YEARS OF INDUSTRY EXPERIENCE

Senior Software Engineer II

Lucid Software (May 2018 – Present)

- Team lead for 3 different teams, managed over 15 direct reports, promoted 7 individuals.
- Optimized frontend and backend user management, expanded account capacities from 50K up to 1M users.
- Created a new AWS EC2 service for data synchronization, modularized 8 integrations onto standalone Lambdas.
- Led over 100 technical interviews, built out over 15 new technical questions for in-person interviews
- Built, launched and maintained SAML/SCIM integrations with Okta, Azure and OneLogin.
- Created a group admin role and reworked license management so it could be delegated to organizational groups.

Software Development Intern

Epic Systems (May 2017 – Aug 2017)

- Designed and implemented a natural language processing tool for clinical trial eligibility requirement detection.
- Scored 80% accuracy on a random selection of 100 clinical trials from <https://clinicaltrials.gov/>.

Data Integration Engineer

Theradoc (July 2016 – May 2017)

- Built and maintained databases and data pipelines for hospitals monitoring infections in their patients.

RELEVANT SKILLS

Full stack development

Leadership

Interviewing

Distributed Systems

Integrations

TECHNICAL PROJECTS

Adventure to Infinity (<https://adventuretoinfinity.com/>)

- Browser based “choose your own adventure” game written and illustrated by generative AI.
- Nuxt, TailwindCSS, AWS Cognito, Lambda, DynamoDB, API Gateway, S3

The Book of Infinite Rhythms (<https://www.the-book-of-infinite-rhythms.com/>)

- Rhythm generator for musicians to practice sight reading, and seek inspiration.
- Nuxt, TailwindCSS, Auth0, Vercel, Neon

Goats-R-Us (<https://goats-r-us.vercel.app/>)

- Community based website about renting goats to clean up unwanted vegetation, front-pages only.

Soundshaper (<https://blackburn32.github.io/soundshaper/>)

- Polyrhythm visualizer built to explore shapes and sounds using Three.js.

World Gourmet (<https://www.worldgourmet.us/>)

- Food blog created to explore developer documentation frameworks and the capabilities of generative AI.

Simple Synth (<https://blackburn32.github.io/simple-synth/>)

- Minimal, musical synthesizer built to experiment with javascript’s native audio capabilities.

Metronome (<https://blackburn32.github.io/metronome/>)

- Metronome application for practicing music and for testing the edges of Javascript’s native timers.