BLAKE MYERS

LEAD SOFTWARE ENGINEER

SKILLS

WORK EXPERIENCE

C++, C#, Java, JavaScript, Python, HTML, XML, SQL, OpenGL

- DevOps, Agile software development, SAFe
- Git, Jira, Jenkins, Artifactory
- Visual Studio, GLStudio, Blender, WordPress, Xcode, IntelliJ

PROFILE

Personal Portfolio (blakelmyers.netlify.app)

10 years as a software engineer

14+ year cancer survivor. Dad x2 cycling enthusiast, Colorado transplant,
& avid St Louis Cardinals fan

Adaptable, honest, & conscientious; hard worker, congenial, willing to lead, & high aptitude for problem solving

CONTACT

Address and Cell Number on Request

blakelmyers@gmail.com

EDUCATION

Washington University - St Louis Graduate Cum Laude Masters in Computer Science 2016

University of Missouri - St Louis Graduated Magna Cum Laude Bachelor in Computer Science, 2011

BOEING, LEAD SOFTWARE ENGINEER

MAR 2021 - PRESENT

- Product Owner / SME of Scrum team, responsible for architecture decisions and backlog of tasks
- Lead and manage a dozen team members working several different projects concurrently
- Responsible for feature planning to mature current products and also prototyping software for future growth opportunities
- Developing display software for a variety of different mission systems platforms which includes creating an SDK for platforms adapting the display software
- Serve as mentor to new engineers on code development; also main project lead of code reviews
- Lead Community of Practice (CoP) of contributing developers for display software

BOEING, SENIOR SOFTWARE ENGINEER

JUN 2018 - MAR 2021

- Became Product Owner for Team and coordinated requirements with stakeholders while managing feature backlog
- Lead scrum team of 7+ members working several different projects concurrently
- Prototyped new display software for different mission systems platforms
- Adapted to new architecture and complex code quickly

BOEING, MID-LEVEL SOFTWARE ENGINEER

JUN 2014 - JUN 2018

- Developed automation tools in C# for data processing
- Led small team in year long project involving new pilot UI for an aircraft platform
- Coordinated target builds and testing for embedded systems
- supported software development on demos involving rapid prototyping for future aircraft capabilities

BOEING, ENTRY SOFTWARE ENGINEER

MAY 2011 - JUN 2014

- Worked on build team, optimizing build scripts and tools
- Developed test and architecture documents, followed by development of code, and integration testing on hardware of real time embedded systems