

BLAKE MYERS

LEAD SOFTWARE ENGINEER

SKILLS

- C++, C#, Java, JavaScript, Python, HTML, XML, SQL, OpenGL
- DevOps, Agile software development, SAFe
- Git, Jira, Jenkins, GitLab
- VSCode, Visual Studio, GLStudio, Docker, Blender, Procreate, WordPress, Xcode, IntelliJ, Jupyter

PROFILE

Personal Portfolio
(blakemyers.netlify.app)

13 years as a software engineer

17+ year cancer survivor. Dad x2
published author, Colorado transplant,
& Raspberry Pi Hobbyist

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

CONTACT

Address and Cell Number on Request

blakemyers@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

WORK EXPERIENCE

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 development on Safety Certifiable Software (DO-178C, LOR2)

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