Douglas Blumeyer
software engineer

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Employment Experience

Omada Health
Software Engineer
2019 — 2020

- developed API for new biometric wearables
- overhauled integration testing system
- overhauled stylesheet processing system
- resurrected and documented automated database backup process

Pivotal Labs
Software Engineer
2015 — 2018

- technical lead on software development engagements; whether green-fielding or working in a legacy code base, advise product stakeholders on the most sustainable technology and product decisions
- pair-programming, iteration planning
- train client developers to deeply understand extreme programming practices (Don't just teach them to fish, train them to be fishing instructors) to be allies in transforming their organization's culture

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

Recent Projects

RTT Library in Wolfram Language
github.com/cmloegcmluin/RTT
2021 —

- tools for exploring, analyzing, comparing, optimizing, and visualizing regular temperaments of just intonation (applications of linear algebra to microtonal music theory)

Sagittal microtonal notation system
github.com/Sagittal
2020 —

- implementations for all four Sagittal microtonal notation types
- utilities for finding, naming, and analyzing microtonal pitch alterations, and the beginnings of web app for manipulating them

Musical Patterns
github.com/MusicalPatterns
2017 —

- dynamically control parameterized musical experiments
- uses WebAudio and WebVR for spatial aspects to some pieces

Houndstooth
github.com/Houndstooth
2015 —

- extrapolate principles behind common 2D patterns to generate novel fractals, animations, songs, 3D shapes, and virtual realities.

Skills

JS: Node, ESNext, TypeScript, Webpack
FRP: React/Redux, Immutable.js, Elm
XP: TDD, continuous deployment
XR: WebVR, Unity3D

Web: PCF, GCP, Python, Docker, SQL, Sass, SVG, Rails, Spring Boot, Kotlin
Machine Learning: Tensorflow, DCGAN
Math: Wolfram Language

Other: xenharmonic music composition, theory, and pedagogy; film making and criticism.

Education

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

App Academy
Web development bootcamp 2014 — 2015