

Drew Blaisdell

JAVASCRIPT ENGINEER

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Education

Bachelor of Science in Informatics
University of Washington

Seattle, WA
2010—2014

Experience

Freelance

Full-stack Engineer

Seattle, WA, Portland, OR, Asia
June 2013—Present

- Built an online conference management system for the Washington chapter of the Model United Nations.
- Developed the new Nordstrom Careers website, participating in weekly design meetings with a Nordstrom design team throughout the project.
- Used time between contracts and time during travel to create and contribute to open source projects.

University of Washington

Senior Web Developer

Seattle, WA
September 2012—June 2014

- Developed administrative system with tools to create surveys, analyze user data, track users, and create routine database backups using a custom backend MVC and Backbone.js.
- Coordinated with multiple teams to maintain, install, extend and create themes for several WordPress instances.
- Developed, managed and extended multiple payment systems that handle payments amounting to over \$100,000 per year.

Rumpus (now Dot & Bo)

HTML5 Game Development Intern

San Francisco, CA
June 2012—September 2012

- Optimized intensive applications with thousands of lines of JavaScript using HTML5 APIs.
- Developed an iOS game with JavaScript and PhoneGap with several other team members, including other engineers, a designer and an animator.
- Held user tests with members of the public to determine points of pain and confusion in our flagship product.

CBS Interactive

Software Engineering Intern

San Francisco, CA
June 2011—September 2011

- Developed a generic page-creation tool in Python and JavaScript using a widget system, enabling non-engineering employees to create pages on TV.com without causing downtime with a full application redeployment.
- Decreased our monthly outsourcing bill by tens of thousands of dollars by creating various widget modules for this tool that let our editors to create quizzes, polls and generic single/multi-column pages with a WYSIWIG rich media editor.
- Participated in CBS Interactive's annual hackaton in a three person team that was voted to win the *People's Choice Award* and was a runner up for the *Grand Jury Prize*.

Projects

monitor.io

Simple remote monitoring and debugging for Socket.IO.

monitor.io creates a telnet server inside an instance of Socket.IO, giving a remote client control of and information about all connected sockets. It can emit events to any socket from the server without restarting the application, solving a problem with debugging event-based real-time applications, and can provide remote monitoring for any Socket.IO application.

[Conway's Multiplayer Game of Life](#)

Real-time, persistent multiplayer implementation of Conway's Game of Life.

With over 10,000 players to date, Conway's Multiplayer Game of Life has been running nearly continuously since July 2014. It has spawned a small community of hackers interested in artificial intelligence and machine learning, and has caused several people to write bots that attempt to achieve the highest score possible. Due to competition by warring factions of bots, the highest score possible has not yet been reached.

Skills

Languages

JavaScript, Java, Ruby, PHP

Platforms and Frameworks

Node.js, Backbone.js, Socket.IO, Express, Passport, WordPress, Ruby on Rails, Codelgniter