

# Drew Volz

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Experience	<b>thoughtbot</b>	<b>Software Engineer</b>	<b>October 2018 – March 2020</b>
	As a software engineer at thoughtbot, I worked within startups and Fortune 500 companies to build out validated MVPs and fully-fledged products. I've worked with clients like Etsy and Houseparty across a range of mobile and web codebases, including interoperable Swift/Objective-C, React Native, React, TypeScript, and Rails.		
	<b>Lexmark</b>	<b>Software Engineer II</b>	<b>June 2016 – August 2018</b>
	Technical Rotation Program which consisted of three, eight-month rotations. During my three rotations I worked on firmware flashing, mobile applications, and manufacturing automation. <i>Manufacturing Automation Systems Engineering Team</i> (November 2017 – August 2018) <ul style="list-style-type: none"><li>▪ Developed web-based status screen system.</li><li>▪ Implementation of a websocket-based API.</li></ul> <i>Mobile Applications Team</i> (February 2017 – October 2017) <ul style="list-style-type: none"><li>▪ Developed a mobile app that enabled wireless printer configuration.</li><li>▪ Implementation of wireless out-of-box printer setup in firmware.</li></ul> <i>System BIOS Team</i> (June 2016 – January 2017) <ul style="list-style-type: none"><li>▪ Designed, implemented, and debugged firmware for laser printers.</li><li>▪ Developed a command-line firmware flashing tool.</li><li>▪ Maintained firmware flashing update GUI to Apple AirPrint spec.</li></ul>		
Education		<b>Software Engineer Intern</b>	<b>May 2014 – September 2015</b>
	<i>Mechanical Engineering Services Team</i> <ul style="list-style-type: none"><li>▪ Developed dashboards for visualizations of large manufacturing datasets.</li><li>▪ Developed custom tools to manage manufacturing lines of toner/photoconductive drums.</li></ul>		
	<b>St. Olaf College</b> <ul style="list-style-type: none"><li>▪ <i>B.A. Computer Science</i></li><li>▪ Undergraduate Coursework:<ul style="list-style-type: none"><li>▪ Computational Thinking in R and Python</li><li>▪ Algorithm Analysis and Data Structures</li><li>▪ Software Design and Implementation</li><li>▪ Programming Languages</li></ul></li></ul>		
	(Graduated May 2016) <ul style="list-style-type: none"><li>▪ Independent Research in Software Dev</li><li>▪ Ethical Issues in Software Design</li><li>▪ Mobile Web Graphics/Computing Apps</li><li>▪ Capstone: Tiled-Display Rendering</li></ul>		
Projects	<b>All About Olaf and CARLS – Mobile Applications</b> <ul style="list-style-type: none"><li>▪ Unofficial iOS and Android apps for St. Olaf and Carleton College.</li><li>▪ Cross-platform development in React Native, testing, continuous integration with CircleCI / Travis.</li><li>▪ Open Source, published on Apple App Store and Google Play Store.</li></ul>		
	<b>Tiled-Based Display Rendering</b> <ul style="list-style-type: none"><li>▪ Designed a coherent display to model large data across many computers.</li><li>▪ Defined a format for uniformly configuring computers to communicate and share data.</li><li>▪ Calculated the limitations of network, software, and hardware used.</li></ul>		
	<b>Picasso — Steganographic Text/Image Encryption</b> <ul style="list-style-type: none"><li>▪ Designed a software utility that can translate Portable Pixmap Format (PPM) files to Scheme.</li><li>▪ Developed a method for encoding ASCII values into RGB values inside image pixels.</li></ul>		
Volunteering	<b>Haiti Health Initiative</b> (January 2017 – Present)		<b>Praying Pelican Missions</b> (June 2011)