Drew Volz

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Experience			

Best Buy — Senior Software Developer — December 2021 – Present

Member of the Core Squad developing and maintaining a monorepo for the iOS, Android, and React Native mobile apps. Focus is on improving developer tooling, hardening platform security, dependency management, and improving stability by reducing overall crash rates.

1Password — Senior Software Developer — March – June 2021

Responsible for developing the desktop UI/UX for Mac, Windows, and Linux, implementing data flows from electron and TypeScript, working with Rust developers to design informative data models that power the front-end desktop client, and maintaining a user interface library of reusable components iterated upon in storybook.

thoughtbot — Software Developer — October 2018 – March 2020

- Interoperable iOS development at Etsy across design system components, messaging, and analytics on the Native Toolkit and Apps Cross Initiative teams.
- Built out Houseparty's video chatting web app in TypeScript and React.
- Internal development on tooling for finances, scheduling, and operations dashboards.

Lexmark — Software Engineer II — June 2016 – August 2018

Technical Rotation Program which consisted of three, eight-month rotations. During my three rotations I worked on firmware flashing, mobile applications, and manufacturing automation.

Manufacturing Automation Systems Engineering Team (November 2017 – August 2018)
- Developed web-based status screen system.
- Implementation of a websocket-based API.

Mobile Applications Team (February 2017 – October 2017)
- Developed a mobile app that enabled wireless printer configuration.
- Implementation of wireless out-of-box printer setup in firmware.

System BIOS Team (June 2016 – January 2017)
- Designed, implemented, and debugged firmware for laser printers.
- Developed a command-line firmware flashing tool.
- Maintained firmware flashing update GUI to Apple AirPrint spec.

Software Engineer Intern — May 2014 – September 2015

Mechanical Engineering Services Team
- Developed dashboards for visualizations of large manufacturing datasets.
- Developed custom tools to manage manufacturing lines of toner/photoconductive drums.

Education

St. Olaf College

B.A. Computer Science (Graduated May 2016)
- Coursework:
  - Algorithm Analysis and Data Structures
  - Operating Systems
  - Programming Languages
  - Computational Thinking in Python and R
  - Independent Research in Software Dev
  - Ethical Issues in Software Design
  - Mobile Web Graphics/Computing Apps
  - Capstone: Tile-based Display Rendering

Projects

All About Olaf and CARLS – iOS and Android apps — October 2014 – Present
- Cross-platform development in React Native.
- Testing and continuous integration/deployment with CircleCI / GitHub.
- Open Source, published on Apple App Store and Google Play Store.

Bottomless — iOS app — June 2020 – Present
- Track and manage coffee subscriptions from Bottomless.
- Open Source, written in SwiftUI and the Combine framework.

Rebel Putter — iOS app — June 2020 – Present
- Member of the development team of an app for improving golf putt accuracy.
- Development in Swift, published on Apple App Store.

CCC-Server — Lightweight backend server — April 2018 – Present
- Network request caching and data fetching server.
- Open Source, deployed via Docker on DigitalOcean.

Volunteering

Haiti Health Initiative (January 2017 – Present)   **Ballard Food Bank** (June 2021 – Present)