

Drew Volz

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Experience	thoughtbot	Software Engineer	October 2018 – March 2020
	I worked within startups and Fortune 500s to build validated MVPs and fully-fledged products. <ul style="list-style-type: none">▪ 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.▪ Built out Doggo's pet insurance web platform in 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. <i>Manufacturing Automation Systems Engineering Team</i> (November 2017 – August 2018) <ul style="list-style-type: none">▪ Developed web-based status screen system.▪ Implementation of a websocket-based API. <i>Mobile Applications Team</i> (February 2017 – October 2017) <ul style="list-style-type: none">▪ Developed a mobile app that enabled wireless printer configuration.▪ Implementation of wireless out-of-box printer setup in firmware. <i>System BIOS Team</i> (June 2016 – January 2017) <ul style="list-style-type: none">▪ Designed, implemented, and debugged firmware for laser printers.▪ Developed a command-line firmware flashing tool.▪ Maintained firmware flashing update GUI to Apple AirPrint spec.		
Education		Software Engineer Intern	May 2014 – September 2015
	<i>Mechanical Engineering Services Team</i> <ul style="list-style-type: none">▪ Developed dashboards for visualizations of large manufacturing datasets.▪ Developed custom tools to manage manufacturing lines of toner/photoconductive drums.		
Projects	St. Olaf College		(Graduated May 2016)
	<i>B.A. Computer Science</i> <ul style="list-style-type: none">▪ Coursework:<ul style="list-style-type: none">▪ 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
	<ul style="list-style-type: none">▪ Cross-platform development in React Native.▪ Testing and continuous integration/deployment with CircleCI / Travis / GitHub.▪ Open Source, published on Apple App Store and Google Play Store.		
	Bottomless — iOS app		June 2020 – Present
	<ul style="list-style-type: none">▪ Track and manage coffee subscriptions from Bottomless.▪ Open Source, written in SwiftUI and the Combine framework.		
	Rebel Putter — iOS app		June 2020 – Present
	<ul style="list-style-type: none">▪ Member of the development team of an app for improving golf putt accuracy.▪ Development in Swift, published on Apple App Store.		
Volunteering	CCC-Server — Lightweight backend		April 2018 – Present
	<ul style="list-style-type: none">▪ Network request caching and data fetching backend.▪ Open Source, deployed via Docker on DigitalOcean.		
Volunteering	Tile-based display — Mac mini networking cluster		February – May 2016
	<ul style="list-style-type: none">▪ A coherent display to model large data across many computers.		
Volunteering	Haiti Health Initiative (January 2017 – Present)	Praying Pelican Missions (June 2011)	