

Drew Volz

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Experience	1Password Senior Web Developer March 2021 – Present Responsible for developing the desktop UI/UX for Linux and Windows, 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 Engineer October 2018 – March 2020 <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.▪ Internal development on tooling for finances, scheduling, and operations dashboards.
	Lexmark Software Engineer II June 2016 – August 2018 <p>Technical Rotation Program which consisted of three, eight-month rotations. During my three rotations I worked on firmware flashing, mobile applications, and manufacturing automation.</p> <p><i>Manufacturing Automation Systems Engineering Team</i> (November 2017 – August 2018)</p> <ul style="list-style-type: none">▪ Developed web-based status screen system.▪ Implementation of a websocket-based API. <p><i>Mobile Applications Team</i> (February 2017 – October 2017)</p> <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. <p><i>System BIOS Team</i> (June 2016 – January 2017)</p> <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.
	Software Engineer Intern May 2014 – September 2015 <p><i>Mechanical Engineering Services Team</i></p> <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.
Education	St. Olaf College <i>B.A. Computer Science</i> (Graduated May 2016) <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.
	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.
	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) Ballard Food Bank (June 2021 – Present)