

Drew Volz

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Experience	thoughtbot Software Engineer October 2018 – March 2020 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, and TypeScript.
	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.
	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.
Education	St. Olaf College <ul style="list-style-type: none">▪ <i>B.A. Computer Science</i> (Graduated May 2016)▪ Undergraduate Coursework:<ul style="list-style-type: none">▪ Computational Thinking in R and Python▪ Algorithm Analysis and Data Structures▪ Software Design and Implementation▪ Programming Languages▪ Independent Research in Software Dev▪ Ethical Issues in Software Design▪ Mobile Web Graphics/Computing Apps▪ Capstone: Tiled-Display Rendering
Projects	All About Olaf and CARLS – iOS & Android apps <ul style="list-style-type: none">▪ Unofficial mobile apps for St. Olaf and Carleton College.▪ Cross-platform development in React Native, testing, continuous integration with CircleCI / Travis.▪ Open Source, published on Apple App Store and Google Play Store. Bottomless — iOS app <ul style="list-style-type: none">▪ Open Source unofficial mobile app to track and manage coffee subscriptions from Bottomless.▪ Written in SwiftUI and the Combine framework. Tiled-based display rendering — Mac mini networking cluster <ul style="list-style-type: none">▪ Designed a coherent display to model large data across many computers.▪ Defined a format for uniformly configuring computers to communicate and share data.▪ Calculated the limitations of network, software, and hardware used. Picasso — Steganographic text/image encryption <ul style="list-style-type: none">▪ Designed a software utility that can translate Portable Pixmap Format (PPM) files to Scheme.▪ Developed a method for encoding ASCII values into RGB values inside image pixels.
Volunteering	Haiti Health Initiative (January 2017 – Present) Praying Pelican Missions (June 2011)