

Drew Volz

drewvolz.com – contact@drewvolz.com

Experience	Best Buy 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.	Senior Software Developer	December 2021 – Present
	1Password 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.	Senior Software Developer	March – June 2021
	thoughtbot <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.	Software Developer	October 2018 – March 2020
	Lexmark 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 II	June 2016 – August 2018
	<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.	Software Engineer Intern	May 2014 – September 2015
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 <ul style="list-style-type: none">▪ 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.		October 2014 – Present
	Bottomless — iOS app <ul style="list-style-type: none">▪ Track and manage coffee subscriptions from Bottomless.▪ Open Source, written in SwiftUI and the Combine framework.		June 2020 – Present
	Rebel Putter — iOS app <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.		June 2020 – Present
	CCC-Server — Lightweight backend server <ul style="list-style-type: none">▪ Network request caching and data fetching server.▪ Open Source, deployed via Docker on DigitalOcean.		April 2018 – Present
Volunteering	Haiti Health Initiative (January 2017 – Present)	Ballard Food Bank (June 2021 – Present)	