# Drew Volz

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| **Experience** | **1Password** | **Senior Web Developer** | **March 2021 – Present** |

Building fluid, accessible, and responsive interfaces in TypeScript and React.

**thoughtbot**          **Software Engineer**          **October 2018 – March 2020**

I worked within startups and Fortune 500s to build validated MVPs and fully-fledged products.

- 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 / Travis / 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**          **April 2018 – Present**
- Network request caching and data fetching backend.
- Open Source, deployed via Docker on DigitalOcean.

**Tile-based display — Mac mini networking cluster**          **February – May 2016**
- A coherent display to model large data across many computers.

**Volunteering**

**Haiti Health Initiative** (January 2017 – Present)          **Praying Pelican Missions** (June 2011)