

Erin Bleiweiss

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Experience

Rapid7

Software Engineer II
February 2019–present

Software Engineer I
July 2018–February 2019

- Full-stack web development for creation of a new crowdsourced vulnerability assessment and discussion forum (attackerkb.com)
- Architect cloud infrastructure, deployment, and web-based scoreboard for yearly Metasploit community Capture The Flag event with 1,000+ users
- Build and maintain REST capabilities for Metasploit Framework web service
- Write community-oriented blog posts capturing release highlights for Metasploit Framework

Jackrabbit Mobile

iOS and Web Developer
September 2016–June 2018

- Developed and maintained mobile apps using Swift, API and backend services using Python/AWS, and web apps using Typescript/Angular 2
- Communicated technical information and demonstrated features to clients
- Coordinated with third-party hardware teams to develop features for IOT projects
- Advised sales team with scoping and development estimates for prospective clients
- Created and maintained technical documentation for client work
- Led strategy meetings to improve practices within the Engineering team

Ihiji (acquired by Control4)

Web Application Developer
May 2015–May 2016

- Built and maintained web applications in PHP with Python backend
- Integrated third party IP-enabled devices for monitoring and management
- Enhanced user-facing portal with new metrics and UI improvements
- Modernized email notifications system to utilize new API

Technical Skills

Languages: Python, Go, Ruby, SQL, Swift, Java, PHP, HTML, CSS, JS

Frontend Web: npm, node, yarn, SASS, Webpack, jQuery, Bootstrap, Angular, Python-Flask, Go templates

Backend/Deployment: AWS, Terraform, Heroku, Firebase, Jenkins

Personal Projects

macOS Desktop App

Untitled Diagnostic Reports Tool
2022

- Simple Flask application that accepts educational diagnostic reports and automates creation of formatted Microsoft Word documents
- Meets requirements for Apple code signing, and runs as a standalone macOS app
- Interface and backend written in Python and packaged for macOS using py2app

iOS App

Moot: The Game
2015–2016

- Frontend and backend development for iOS app using Swift and Python
- Accepted for publication in the iTunes app store
- Features include barcode scanning, UPC identification, random recursive maze generation, and image color recognition

Education

Bachelor of Arts, Plan II Honors Minor, Computer Science

The University of Texas at Austin
May 2016

- Plan II is an Interdisciplinary honors program encouraging specialization and culminating in a capstone thesis. As my thesis project, I independently designed and developed an experimental mobile game for iOS, which was published in the App Store.