Drew Hoo

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studiohaus.studio

SKILLS

Clojure	Rust
Ruby	React
Python	Typescript
PostgreSQL	Docker
GCP & AWS	CI/CD
Ruby on Rails	

EDUCATION

Boston College
B.S. Computer Science
Math Minor
2013 - 2017

ME

I'm an avid (trail) runner and (gravel) biker, who tries to spend the equivalent time outside as at my desk. Food has always been a huge part of my life and finding great food and drink to eat/make is a core part of me. The outdoors is equal parts enjoying nature as it's finding some amazing places to eat lunch.

EXPERIENCE

Sr. SOFTWARE ENGINEER
CircleCI
June 2021 - Aug 2023

As a senior software engineer on the Monetization team, I was primarily tasked with designing and building new features, simplifying and adding automation our existing services, coordinating with stakeholders from other Engineering teams to Sales/Data/Customer Support, and ensuring that our system could scale as the company does. I helped to design and build our improved integration with salesforce, which automated onboarding and payments for enterprise clients, as well as it's successor. I worked on planning and design for re-architecting our system with a closer eye on modularity, reliability, and scale, as well as design work on stakeholder friendly internal admin pages. I improved our CI workflow by halving the time, improved code and system reliability, helped to finalize the teams' microservice migration, and modularize our billing provider integrations. Over my time at CircleCI I became a valuable source of knowledge across our system for teammates and stakeholders while also becoming advanced in Clojure.

SOFTWARE ENGINEER
Negotiatus
Nov 2019 - April 2021

Full stack engineer in Rails and React. I built the payments flow, which allowed scheduled payments to vendors directly through the platform, which was a major success in driving organizations to move money via Negotiatus. I led the implementation of Spend, which replaced expensive and bloated queries which previously powered customer reports. I was tech lead for a project to PII scrub and minify the production database to allow for engineers to utilize prod data for local and staging use. I helped build the core of the vendor integration framework and the 3rd party integrations framework, which allowed for us to modularize respective integrations. I also stepped in to assist on infra/devops work in Docker, Terraform, AWS, and our CI/CD platform Buildkite.

SOFTWARE ENGINEER
Care/of
Mar 2019 - Sep 2019

Backend engineer in a small engineering org where I focused on both customer facing and backend intiatives, such as launching products like Powders and Ginseng, integrating with 3rd parties like Trustpilot and Heap Analytics, and being the PM/Tech Lead/Engineer on moving the company from USPS to DHL eCommerce. I also spent time on improving our infrastructure and addressing accrued tech debt.

SOFTWARE ENGINEER
BLUE APRON
Aug 2017 - Dec 2018

Full stack engineer on the Member Experience team. I worked on the React frontend and Rails backend on initiatives such as rebuilding the recipe ratings api, the merchandising CMS and API, and building the preference collection api.

SOFTWARE ENGINEER
JOYCESTICK VR
Sep 2016 – Jul 2017

Unity Developer and later also Product Manager for *Joycestick*, an interactive virtual reality game based on James Joyce's novel Ulysses. The game is the product of a cross functional 20 person Boston College digital humanities project that toured the globe, and was featured in several national news outlets.