

Drew Hoo



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studiohaus.studio

SKILLS

Ruby on Rails	Ruby
React	Python
Rust	Javascript
PostgreSQL	Docker
GCP & AWS	Figma
Kotlin	Java

EDUCATION

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

EXPERIENCE

SOFTWARE ENGINEER

Negotiatus

Nov 2019 - April 2021

Full stack engineer in Rails and React. I built the payments flow, which allowed organizations to schedule payments to vendors directly through the platform. The project integrated a 3rd party service to facilitate the payment process between organizations and vendors, and 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 powers the existing customer reports. I was tech lead for a project to PII scrub and minimize the production database to allow for engineers to utilize prod data for local and staging use. I worked on the core classes of the vendor integration framework and on the 3rd party integrations framework. Both of which are DSL-esque ways to add new integrations. I rewrote the customer facing sidebar in react. 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 mostly on the web team. Worked on the tail end of launching the Powders initiative. Implementation engineer on the move to Heap Analytics. PM/Tech Lead/Engineer on moving the company from USPS to DHL eCommerce. Integrated Trustpilot. Worked on the roll out of Ginseng. Outside of those projects, I worked on infrastructure tasks and tech debt cleanup

CREATIVE TECHNOLOGIST

STUDIOHAUS

Sep 2018 - present

Inspired by the internet, a few friends came together with the idea that we could create fun, engaging, and viral content to help companies break the mold of traditional advertising. My job is to design and build our apps. Our stack is currently Node + Express + React all hosted on GCP.

SOFTWARE ENGINEER

BLUE APRON

Aug 2017 - Dec 2018

Full stack engineer on the Member Experience team. Over the past year I've worked on Recipe Ratings v2 API, Merchandising v1 api, Merchandising CMS in Ember.js, and Preference Collection api. I also worked on the consumer facing React app as well. All api work was done in Ruby on Rails.

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.