

Russell Blickhan

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Experience

Descript

Aug 2025 – Present

Senior Software Engineer

- In Descript's LLM-powered video editor agent, single-handedly implemented the Creative Brief planning mode and led three-engineer initiative to add save-and-share template prompts flow
- Implemented Descript's new in-app homepage, which led to a 5% stat-sig increase in daily active users
- Ran pricing experimentation in collaboration with product, design, marketing, support, finance, and another engineering team, resulting in a major shift in company pricing strategy
- Served as go-to engineer for questions about Descript's integration with Braze, our main in-app marketing tool

Asana

Jul 2019 – Jun 2025

Senior Software Engineer

Jan 2023 – Jun 2025

- Owned Smart Status, one of Asana's first LLM-powered features, working across frontend, backend, and prompt engineering; led two other engineers and a product manager to prototype cutting-edge RAG techniques
- Led a team of three to add Chrome-style tabbed interface to Asana's Electron/React-based Desktop app
- Embedded on a partner team to unblock a major initiative to bring Gantt views to the webapp; recognized by team's manager as a model and mentor for other engineers due to high velocity

Software Engineer

Jul 2019 – Jan 2023

- Worked across frontend (React), backend (TypeScript/Scala), and mobile (iOS/Android) to build features like:
 - "Recently online" indicators in profile pictures
 - Unread task indicators in My Tasks
 - Reorganized My Tasks view with new "group by due dates" feature
 - Starred notifications in inbox
- Mentored two interns, both of whom accepted return offers, and an apprentice
- Introduced monthly tech talks to an organization of 30 engineers
- Managed mobile on-call and release processes

AWS Snowmobile | Software Engineer Intern

May – Aug 2018

- Implemented metrics aggregation pipeline via AWS Kinesis, with automated deployment

AWS Thinkbox | Software Engineer Intern

May – Aug 2017

- Implemented various computer graphics algorithms in C++ for experimental point cloud mesher

T2 Systems | Embedded Software Engineer Intern

Sep 2016 – May 2017

- Implemented UI and business logic in C++ for parking meter payment software rewrite

Education

University of British Columbia

2014 – 2019

Bachelor of Science, Computer Science & Mathematics