Russell Blickhan

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Experience

Descript Aug 2025 – Present

Senior Software Engineer

- Leading projects to build a saved-prompts feature for our LLM-agent-based video editing flow and to adapt our webapp for mobile devices
- Implemented a new home page for our webapp in collaboration with another engineer, which led to a 5% stat-sig increase in daily active users
- Ran pricing experimentation in collaboration with product, design, marketing, and other engineering teams, resulting in a major shift in company pricing strategy
- Implemented the empty state and an improved file upload flow for our LLM-agent-based video editing flow
- Served as go-to person for questions about our integration with Braze, a major in-app marketing tool

Asana Jul 2019 – Jun 2025

Senior Software Engineer

Jan 2023 – Jun 2025

- Took ownership of 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 my 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