Drew Fisher

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https://github.com/zarvox

Professional Experience

MIT Mystery Hunt
Tech Lead; Executive Team

Jan 2024 – Jun 2025
https://puzzles.mit.edu/2025/

- **Co-led the tech team** of 4 core engineers building the site, setting direction and priorities
- **Designed and built a custom Typescript/React web framework** with realtime updates to power the production website used by thousands of users
- **Coordinated** with **Experience** team to implement and adjust layouts for the web; with **Puzzles** team on desired site behavior; and kept **Exec** team appraised of progress, timelines, and capacity
- **Supported and onboarded** 9 puzzle typesetters
- Documented core game design considerations and built the implementation thereof

Google
Senior Software Engineer
Fuchsia Security; Fuchsia Foundation Infrastructure

Nov 2018 – Apr 2024
https://google.com; https://fuchsia.dev

- Implemented **encryption-at-rest** (zxcrypt) storage layer for Fuchsia in C++
- Implemented Fuchsia's **executable memory policy** restrictions and **migrated the entire software ecosystem** (including filesystems, libraries, Dart, and Chrome runtimes) to function seamlessly under the new constraints
- **Drove build and test reliability** for a fleet of ~69000 cores on GCP and dozens of racks of test hardware in a test lab. **Reduced lab network usage by 50%**, and **reduced time-to-test-results by 20%** by minimizing retries. Reduced blast radius of infrastructure changes while also enabling faster iteration cycles, improving team throughput while **reducing incident count and severity**
- Led volunteer **Build Gardeners oncall** group. Personally triaged, root-caused, and reverted >150 changes that broke the build or tests

Stripe
Senior Software Engineer – Monetization Platform

Feb 2017 – Nov 2018
https://stripe.com

- Designed and built out the **Monetization Platform**, a complex ETL pipeline used to bill merchants for ~all software and services consumed on Stripe with custom pricing rules. MoneyPlat enabled product teams to clearly define products and usage; enabled sales and account management teams to negotiate, apply, update, and correct custom pricing; billed, debited, and delivered unified reporting to customers; and **achieved 100% reconciliation** for internal finance and audit teams. Turned a strategic **competitive weakness** for the company into a **competitive strength**
- Brought **post-billing latency** for critical customers down **from 7-14 days to <24 hours**, reducing float and enabling customers to complete their month-end close of accounting substantially faster
- Built a **database migrations framework** in Go used by 7 different infrastructure services
- Improved usability of **security keys** for internal services

Sandstorm
Member of Technical Staff (employee #6)

Apr 2015 – Jan 2017

- Built a platform for securely running webapps as easily as apps on your phone.
- Developed platform features, frontend, and UX, the security and sharing model, tooling, and packaged multiple apps (a calendar and source control app)
- **Led Javascript implementation** of a redesigned frontend
- **Spoke at conferences** and meetups about Sandstorm's object capability security model

AeroFS
Software Engineer (employee #8)

Jun 2012 – Apr 2015
Merged with Redbooth

- **Developed file sync software** for Windows, macOS, and Linux, with a focus on improving **performance and reliability**. Implemented fast file change detection on Linux.
- Managed our production fleet and deployment strategy
- **Implemented 2-factor authentication** for large customers, and served as the **resident security expert** for the team
- Built a proof-of-concept file-dropper app using the file storage API we expose to 3rd parties
- Improved build and test performance, **reducing build times by 83%**

Education

UC Berkeley	M.S. Computer Science	May 2012
Texas A&M University	B.S. Computer Engineering	Dec 2009
	B.S. Mathematics	Dec 2009

Selected Skills

AWS

Build systems

C/C++

Django

GCP

Git

Javascript/TypeScript

Linux expert

MongoDB

Performance optimization

Python

React

Reverse engineering

Rust

Salt

Secure software development

SQL (SQLite, Postgres, MySQL)

systemd

Summary

I'm a **full-stack fixer** with **over a dozen years of real-world work experience** at companies from 7 to 180,000 employees. I have tracked down and fixed subtle bugs in firmware and operating systems at Google, built a web framework that works under unique constraints for the MIT Mystery Hunt, and built a monetization platform at Stripe that handles nearly all product usage and revenue. I regularly work across teams to deliver the results that matter for the organization.

I care deeply about a product's ultimate **user experience**, for external customers, internal stakeholders, and the public at large. I particularly value building **systems that survive me** – things where the change and value I create persists and accrues over a long time horizon.