

Drew Fisher

CONTACT INFORMATION	3592 Arbutus Ave Palo Alto, CA 94303 website: http://zarvox.org/	+1 214 316 8685 drew.m.fisher@gmail.com github: https://github.com/zarvox/
TECHNICAL SKILLS	Backend: C/C++, Java, Python, Rust, Ruby, Scala (Spark), various databases Frontend: HTML5, JS (React and Angular) Desktop: C, C++, Qt Infrastructure: Linux systems administrator, Hadoop operator Security: Object capability security, multi-factor authentication, usable security Random: Reverse engineering, community maintenance	
PROFESSIONAL EXPERIENCE	Stripe , San Francisco, California <i>Software Engineer, Payments</i>	Feb 2017 – present
	<ul style="list-style-type: none">• Designed and built infrastructure in Ruby and Scala to manage fee schedules and bill customers in a timely, accurate, and reconcilable manner• Integrated our most complex pricing atop this infra for our most critical core payments processing product. Supported 4 other product integrations by other teams• Implemented US interchange fee classification and reconciled with partner reporting• Improved two-factor authentication user experience	
	Sandstorm , Palo Alto, California <i>Software Engineer</i>	April 2015 – Feb 2017
	<ul style="list-style-type: none">• Developed the Sandstorm platform and tooling to enable developers to run a multitude of webapps on the platform• Designed, implemented, and deployed to users product features including a tabbed UI, a setup wizard, and an organized admin panel• Led major refactoring of our frontend code, adding automated linting, increasing maintainability, and reducing pageload time• Gave talks explaining and advocating for the use of capability-based security, including at PyCon and meetup groups	
	AeroFS , Palo Alto, California <i>Software Engineer</i>	June 2012 – April 2015
	<ul style="list-style-type: none">• Designed and implemented product features, including a licensing scheme, two-factor authentication, improved sync algorithms, platform integration, and simplified deployment for end-users• Maintained testing and production infrastructure, a weekly release schedule, and security response• Introduced a lead that became a major customer• Mentored other engineers and interns	
	imo , Palo Alto, California <i>Software Engineering Intern</i>	May 2011 – August 2011
	<ul style="list-style-type: none">• Worked on flagship instant message aggregator product• Designed and implemented a new mobile app for Symbian smartphones• Improved operations by building a system for monitoring our services in real time	
EDUCATION	University of California, Berkeley <i>M.S. in Computer Science (Security and HCI)</i>	August 2010 – May 2012
	<ul style="list-style-type: none">• Advised by Professors Björn Hartmann and David Wagner	
	Texas A&M University <i>B.S. in Computer Engineering, B.S. in Mathematics</i>	August 2006 – Dec 2009