



Drew Bombard

Software Engineer, DevOps & UX
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Getting my hands dirty since 1998 on everything from the early planning stages and site architecture, wire-framing / UX, on through to front-end integration, back-end coding, database integration, and systems maintenance.

What gets me up in the morning is knowing that each day could (and probably will) be different than the last. I enjoy working with others on a team project but also excel at handling every aspect of a project including but not limited to ongoing support and upholding client relationships.

Work Experience

Software Engineer: 2021 – Present

Irish Titan

St. Louis Park, MN

Working within a team of ~15 engineers to support a wide variety of clients across a wide range of custom and SaaS-based eCommerce platforms (BigCommerce, Shopify, Magento). Pushed for wider adoption of security best practices and methodologies. Helped to form and maintain trust-driven relationships with client teams.

Leveraging skills in process improvement, I helped optimize internal workflows with security-focused practices that helped drive successful day-to-day operations.

Developer & UX: 2021 – 2021

Tripoint Solutions

www.tripointsolutions.com

Arlington, VA

Remote work on a 2-person development team creating (and supporting) web-based applications for the Army Corp. of Engineers. Sites were built in Angular supported with JSON data and deployed across an IIS web server. Other duties included wireframing and user-experience layout and design.

Developer & UX: 2004 – 2021

Torrch, LLC (formerly BlueEarth Innovation)

www.torrch.com/labs

Roseville, MN

I started at BlueEarth as their 3rd full-time employee, and over the years became an integral part of an ever-expanding team of developers and account specialists.

During my tenure, I've had the opportunity to work on a wide variety of projects and technologies ranging from front-end HTML design implementation in HTML and CSS, mobile app development (both cross-platform with React Native and also native Objective-C), server/hosting support within the LAMP stack, to my current mixed role UX and PHP developer.

Being a small development shop also allowed me several other opportunities outside of development such as being able to form and maintain several close relationships with clients as an account manager.

Internally, I've also been able to work closely with our DevOps team(s) and have been a strong advocate within the company to promote security procedures and employee user management.

Developer, UX, and Company Owner: 2013 – 2022

MagMonster Apps

www.magmonster.net

East Bethel, MN

I created MagMonster in my spare time as a way to keep my ear to the ground in the world of mobile app development. While most of my development has been focused primarily on native Objective-C, it has also afforded me the ability to play with other cross-platform development technologies via Ionic and Cordova..

Web Designer: 2000 – 2004

Creative Promotions International & Blue Earth Internet

Inver Grove Heights, MN

Creative Promotions was a promotional services company catering to corporate clients such as Imation, Mastec, 3M, and NAPA to name a few. During my time at CPI, I was part of a team of six other individuals that made up the *Blue Earth Internet* creative department. We were tasked with building and maintaining several custom eCommerce fulfillment websites used by CPI's corporate clients. It was here that I became familiar with PHP and MySQL as well as starting to cut my teeth on Linux server administration.

Webmaster: 1998 - 2000

Strother Communications Group

strothercommunicationsgroup.com

Minneapolis, MN

Strother Communications Group (SCG) is a marketing and PR firm based in Minneapolis. As my first job out of school, I was part of a creative team that consisted of several print designers, and account managers. Joining the team allowed SCG to bring their emerging web development in-house for the very first time. My duties primarily centered around helping their base of print-only clients expand into the (at the time) "new medium" of Internet-based marketing.

Skills

Technologies:

PHP, MySQL, HTML, CSS, GraphQL, Javascript, jQuery, AJAX, AngularJS, Objective-C

Platforms:

Digital Ocean, AWS, Custom-built sites (both static HTML and dynamic PHP/MySQL), BigCommerce, Magento, Shopify, WordPress, general eCommerce

Software:

PhpStorm, Git, Photoshop, Illustrator, Adobe XD, Xcode, Docker, Vagrant

Administrative:

Jira, MDM, mobile app management and deployment (iOS/Google Play, client relations, account management, project management, software licensing, Google Workspace management, Linux/Unix administration

Education

Visual Communications

Brown Institute: Minneapolis, MN
September 1996 – June 1998

Links/References

Additional links and references are available upon request.