

BLAKE MULNIX

Software Engineer

✉ blakemulnix@gmail.com

☎ 319-540-5170

📍 Cedar Rapids, Iowa

🌐 [LinkedIn](#)

🐙 [Github](#)

EDUCATION

Software Engineering, B.S.
Iowa State University

📅 2015 - 2020

📍 Ames, IA

SKILLS

Technologies

- HTML, CSS, Bootstrap, Tailwind
- TypeScript, React, Cypress
- Python, Flask, SQLAlchemy
- Java, Maven, Selenium
- AWS, Lambda, S3, API Gateway
- SQL, MySQL, DB2
- Git, Github, Bitbucket

Methodologies

- Test-Driven Development
- Pair Programming
- Agile Planning and Estimation
- Continuous Learning

PROJECTS

Conway's Game of Life

- Built using React functional components
- Hosted on AWS at gameoflife.blakemulnix.io
- Repository publicly available on my Github profile

BizNameFinder

- Python script for finding the business name given an address
- Repository publicly available on my Github profile

WORK EXPERIENCE

Software Engineer

Gravity Legal

📅 June 2022 - January 2023

📍 Des Moines, IA

- Established a robust Cypress test suite, enabling comprehensive end-to-end testing for our application.
- Upgraded our payment processing flow to ensure secure and seamless transactions.
- Streamlined our onboarding experience, simplifying the user journey and maximizing efficiency.

Software Engineer

Principal Financial Group

📅 August 2020 - June 2022

📍 Des Moines, IA

- Led my team through a critical initiative to enhance our applications, enabling a new customer segment to seamlessly integrate with them after the acquisition of a new line of business.
- Collaborated closely with stakeholders to create, scope, prioritize, plan, and execute web experience improvements, ensuring alignment with business objectives.
- Provided on-call support, promptly troubleshooting and resolving production issues to minimize customer impact and maintain high service availability.

Software Engineering Intern

Herzog Technologies

📅 May 2018 - August 2019

📍 Hiawatha, IA

- Developed a LiDAR-based app for railroad corridor clearance analysis, improving workflow for internal GIS technicians and generating interest from external customers.
- Led the creation of an in-house application for managing yearly raises and bonuses, streamlining the compensation process and providing valuable insights into year-to-year payroll changes.
- Modernized a proprietary desktop application into a web-based solution, expanding functionality, simplifying licensing, and improving accessibility and usability.

Software Engineering Intern

Rockwell Collins

📅 June 2014 - January 2018

📍 Cedar Rapids, IA

- Collaborated closely with internal test engineers, actively seeking their feedback to enhance our team's applications.
- Implemented new features and addressed bugs based on their input, significantly improving the efficiency and productivity of the test engineers.
- Adapted quickly to novel problems and unfamiliar software systems, demonstrating a strong ability to learn and contribute effectively.