

Drew M. Johnson

DrewMJohnson.com | (206) 948-3212 | drew@drewmjohnson.com

Technical Skills

- ❖ Primary Languages: C, C++, Go, Python, JavaScript, Rust
- ❖ Skills: Embedded Systems, Microservices, Device Drivers, Software Engineering, Version Control, Continuous Integration, Code Optimization, Unit Testing, Software and Hardware Debugging, Agile and Waterfall Methodologies, GIS
- ❖ Tools: Visual Studio Code, GitHub, Jenkins, Linux, Windows, OpenStreetMap, LLMs

Work Experience

- Staff Software Engineer**, BlackSky Technology, Seattle, WA April 2026 – Present
Senior Software Engineer April 2024 – April 2026
Software Development Engineer June 2022 – April 2024
Developing and maintaining flight software, communications software, and planning software as a member of the Mission Management team in support of our constellation of Earth-imaging satellites.
- Software Engineer**, Spectralux Avionics, Redmond, WA June 2015 – June 2022
Developed DO-178C embedded systems avionics products based on the STM32 microcontroller platform. This included software requirements development as well as C, C++, and assembly language programming. Collaborated on the design of the avionics product's fault management system and was the primary implementer. Managed the engineering department's configuration management system and requirements databases. Side-projects included: an automated field-data logger, a Linux-based embedded system prototype, and a user interface simulation and design tool. Served as company representative at industry committee meetings concerning data link communication standards (RTCA SC-214 & EUROCAE WG-92).
- Supervising Technician**, PLU Instructional Technologies, Tacoma, WA May 2013 – May 2015
Student Technician September 2012 – May 2013
Provided media support for events and productions in the areas of audio recording, sound reinforcement, duplication, television production, delivery and set up of audio, television and media equipment both on and off campus, as well as supervising and training student technicians.

Open Source Volunteer Work

OpenStreetMap Americana

April 2022 – Present

Serving as a project maintainer for the OpenStreetMap Americana map renderer in addition to contributing graphics and design features.

OpenStreetMap

October 2019 – Present

Contributing data, source code, and artwork as well as participating in community discussions and project governance as an Associate Member of the OpenStreetMap Foundation.

Education

Pacific Lutheran University, Tacoma, WA

May 2015

Bachelor of Science in Computer Engineering and Computer Science
Minor in Mathematics