

Austin Brunkhorst

SOFTWARE ENGINEER • SEATTLE, WA

OVERVIEW

Building experiences that evoke delight, align with human needs and capabilities — serving both developers and consumers alike.

PROFESSIONAL EXPERIENCE

MICROSOFT — XBOX

AUG 2024 — MAR 2025

Software Engineer 2

Redmond, WA

Partnered with design and research teams to develop an engineering system focused on improving cognitive accessibility for the Xbox Windows app.

AZURE PLAYFAB

SEP 2019 — AUG 2024

Software Engineer 2

Redmond, WA

Built developer facing UI & services for game server hosting at worldwide scale. Led multiple large scale code refactors addressing technical debt and UX. Worked closely with customers in various support channels. Part of on-call rotation for backend services and UI. Spearheaded detection, impact assessment, and mitigation of fraudulent activity on the platform.

MICROSOFT — XBOX

JUL 2017 — SEP 2019

Software Engineer

Redmond, WA

Architected frontend rewrite of an internal business-intelligence platform. Implemented multiple user flows on the Xbox iOS/Android app. Maintained internal operational tools and systems.

MICROSOFT — OFFICE

MAY 2016 — AUG 2016

Software Engineer Intern

Redmond, WA

Integrated a search data provider for Outlook desktop backed by an existing Exchange service.

TEAGUE

JAN 2015 — MAY 2016

Software Designer

Everett, WA

Designed and implemented UI for timeline-based lighting editor, authored comprehensive user guide. Developed software behind two lighting hardware projects later patented by a commercial aircraft manufacturer.

TEAGUE

APR 2014 — AUG 2014

Systems Design Intern

Everett, WA

Built microcontroller software and lighting configuration tools for commercial airline experience prototypes.

DARING DEVELOPMENT

JUN 2013 — JUN 2014

Software Developer

Remote

Built web app with an OS-like window & taskbar experience. Prototyped an internal editor for window controls and layout.

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY

2013 — 2017

B.S. in Computer Science

Real-Time Interactive Simulation

LANGUAGES

- C / C++
- C#
- TypeScript
- JavaScript
- Python
- PHP
- HTML
- CSS
- Kusto
- SQL
- GraphQL
- Bicep

SOURCES OF JOY

- Design thinking
- Developer experience
- Compilers & Metaprogramming
- Build systems
- Systems design
- UI frameworks
- Tools & workflow automation
- Game engine architecture
- Networking & TCP/IP stack

TECHNOLOGIES

- React & React Native
- Remix / React Router
- XState
- Unity3D
- Unreal Engine
- .NET Console & Web API
- Docker & Kubernetes

OPEN SOURCE WORK

- C++ Reflection Pipeline
- SNOOZ — Home Assistant Core Integration

CONTACT

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