Austin Brunkhorst

SOFTWARE ENGINEER • SEATTLE, WA

SUMMARY

Building intuitive digital experiences that spark joy and align with human capabilities — bridging the gap between technical innovation and user needs.

PROFESSIONAL EXPERIENCE

MICROSOFT — XBOX   AUG 2024 — MAR 2025
Software Engineer 2   Redmond, WA

Partnered with design and research teams to develop a UI orchestration system focused on reducing churn, customer overwhelm, and improving cognitive accessibility in the Xbox Windows app.

AZURE PLAYFAB - MULTIPLAYER SERVERS   SEP 2019 — AUG 2024
Software Engineer 2   Redmond, WA

Built key pages on web portal used regularly by developers of the world's largest multiplayer games. Collaborated with customers on issue resolution and platform improvements in public forums and during on-call rotations. Implemented robust email notification system that alerts billable server compute usage, reducing accidental spend. Detected, assessed impact, and mitigated fraudulent activity amounting to over six figures. Led multiple major codebase refactors that significantly reduced technical debt. Created ad-hoc tools that expedited a large service migration by a matter of weeks.

MICROSOFT — XBOX   JUL 2017 — SEP 2019
Software Engineer   Redmond, WA

Frontend architect for an internal BI platform designed to promote cross-organizational metrics, used by senior leadership directly. Implemented multiple screens on the Xbox mobile app, allowing players to subscribe to service health notifications and view help articles. Reduced internal support ticket system's automated response time from 30+ minutes to under a minute.

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, improving search relevancy and performance.

TEAGUE   JAN 2015 — MAY 2016
Software Designer   Everett, WA

Designed & implemented a lighting effect timeline editor app, including a comprehensive user guide. Built on top of Chromium Embedded Framework, streaming effects in real-time over serial. Developed for hardware that later received patents by a large 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, enabling stakeholders to rapidly iterate without code changes.

LANGUAGES

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

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

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY
2013 — 2017
B.S. in Computer Science
Real-Time Interactive Simulation

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

CONTACT

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