Austin Brunkhorst

SOFTWARE ENGINEER • SEATTLE, WA

SUMMARY

Ambitious creative with 10+ years experience building tools and full-stack apps in the games industry, reaching millions of people worldwide.

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 and improving cognitive accessibility in the Xbox Windows app. Maintained compliance requirements in collaboration with storefront teams across all of Microsoft.

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

Built key pages on developer.playfab.com supporting the world's largest multiplayer games. Collaborated directly with developers on platform improvements and incident resolution. Built email notification infrastructure, reducing accidental spend. Detected, assessed impact, and mitigated fraudulent activity amounting to over six figures. Led multiple major codebase refactors that reduced technical debt and improved developer experience. 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#` `CSS` `TypeScript` `JavaScript` `HTML` `Python` `PHP` `Kusto` `XAML` `SQL` `Java` `Haxe`

FRONTEND

`React` `JQuery` `NX` `Angular` `React Router` `Blazor` `Vite` `Webpack` `Knockout` `Web Vitals` `Web Workers` `WebGL` `Tailwind` `Three.js` `XState` `CSS in JS` `Redux Sagas` `ReactiveX`

BACKEND

`ASP.NET Core` `Node` `Remix` `Shopify Hydrogen` `Laravel` `Docker` `Express` `GraphQL` `Kubernetes` `DNS` `Swagger` `GitHub Actions` `Azure DevOps`

AZURE

`Bicep` `Data Factory` `Entra ID` `Functions` `AKS` `App Service`

NATIVE

`Make` `CMake` `LLVM` `Valgrind` `WinDbg` `MSBuild` `React Native`

METAPROGRAMMING

`AST transformation` `esquery` `Eslint plugins` `jscodeshift` `NX plugins` `Roslyn analyzers` `VS & VS Code extensions`

EDUCATION

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

CONTACT

✉ hello@alb.dev

in AustinBrunkhorst

ALB.DEV