Brendan Ostrom
Full-Stack Software Engineer | Applied AI Systems

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TECHNICAL EXPERIENCE

Full-Stack Software Engineer   **AUG 2023 — Present**
Momentus Technologies   *Remote*

- Implemented significant UI/UX improvements for the event detailing module as part of a team redesign effort using Vue.js (TypeScript)
- Drove over $130,000 in first-year ARR by engineering core components for a B2B2C event booking module using Vue.js, ASP.NET, RavenDB, and RabbitMQ on AWS
- Created and delivered an applied AI curriculum that upskilled 80+ engineers in multi-agent orchestration, LLM system design, and AI API integration, accelerating company-wide AI adoption
- Lead the implementation of AI tools and workflows for the Elite project, targeting enhancements in both developer productivity and customer-facing features
- Leverage Dynatrace and DataDog for real-time monitoring, diagnosis, and resolution of production level issues
- Mentor junior engineers and summer interns on best practices, and improved team quality by conducting technical interviews for new engineering hires
- Provide production-level support to external partners, troubleshooting issues and coordinating with internal teams for resolution
- Champion high code quality and rapid release cycles through rigorous peer code reviews and enforcement of team coding standards

Software Engineer   **JUN 2021 — AUG 2023**
Charles Schwab   *Austin, TX / Remote (Hybrid)*

- Utilized ASP .NET to migrate from monolith to microservice architecture that has resulted in API response time improvements of on average 55%
- Implemented automated code-quality and security checks into our CI/CD pipelines that saved over 3 hours/wk in manual review
- Used Splunk, AppMetrics, and AppDynamics to monitor and maintain existing microservices with an uptime of over 99.9%
- Reduced code duplication and LOC by 26% by creating reusable NuGet packages for common functionality in microservices
- Facilitated interviews and trainings for incoming software and QA engineers

SKILLS

Languages	C#, JavaScript/TypeScript, PHP, Python, SQL, Java
Frameworks & Libraries	ASP.NET, Vue.js, React, Next.js, Flask, Tailwind CSS
Databases	Firestore, MongoDB, PostgreSQL, RavenDB, SQL Server
AI Systems & Tools	LLM Applications (OpenAI API, Vertex AI API, AWS Bedrock), LangChain, AutoGen, Semantic Kernel, Model Context Protocol (MCP), RAG Pipelines, AI Tooling Integration
Tools & Platforms	AWS, RabbitMQ, Git, Docker, Bamboo, JIRA, Splunk, Dynatrace, DataDog, Swagger, CI/CD

PERSONAL PROJECTS

RuneLite Collection Log Plugin (Clogged.me)

- Technologies used: Java (RuneLite plugin), React + TypeScript (frontend), Shadcn UI/Tailwind CSS (UI), PostgreSQL (database), Redis (caching + job queue), Docker (deployment), RuneLite API (integration)
- Developed and maintain a high-traffic RuneLite plugin and companion website enabling Old School RuneScape players to share in-game collection logs
- Scaled the system to support over 2,200 daily active users with low-latency data synchronization, robust caching, and secure handling of user data
- Engaged with the community to triage bugs, implement feature requests, and release regular updates based on player feedback

Personal Finance and Net Worth Tracker (Wuxby.com)

- Technologies used: Vue.js + TypeScript (frontend), Quasar Framework (UI), Firebase Authentication, Firestore (real-time database)
- Engineered and deployed a secure, real-time personal finance tracker enabling users to log assets, liabilities, and income with responsive dashboards
- Leveraged Firebase Auth and Firestore to deliver low-latency updates and seamless cross-device synchronization
- Designed an intuitive UI with Quasar components and implemented scalable data structures for long-term financial projections

EDUCATION

Bachelor of Science in Computer Science, *University of Colorado Boulder*   May 2021