

Brandon Gottshall

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Brandon-Gottshall

Senior Software Engineer & Cloud Architect
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Results-driven software engineer with over 10 years of experience in full-stack development, cloud architecture, and technical leadership. Specialized in building scalable, maintainable applications with a focus on performance and user experience.

Professional Summary

Front-end engineer with 5+ years of React and TypeScript experience, skilled at crafting reusable component-driven UIs for remote-first teams. I've translated Figma designs into responsive, accessible interfaces, implemented Stripe-based workflows, and tuned performance using Chrome DevTools and Next.js dynamic imports. As the first dedicated front-end alongside full-stack engineers, I champion clean code hygiene (Git/PR reviews, linting), collaborate in two-week sprints, and bring a designer's eye to deliver polished client-facing features that drive user productivity.

Experience

Moons Out Labs @ Moons Out

Remote

- Software Alchemist • Technical Director (Architecture and Software Engineering)
Directed scalable web applications and internal tools using TypeScript, Next.js, Tailwind CSS, Python, and V0 on Vercel. Mar 2025 - Present
- Developed AI-driven workflows and automations to streamline media production and client deliverables.
- Designed and managed cloud-based and on-premise infrastructure for internal software and various sites. Utilized Docker, and cloud platform AWS/CP/Vercel).

Nebula Academy

Remote

- Accredited Technology Instructor (Software Engineering)
Facilitated technology-focused training programs for software engineering learners. Oct 2023 - Mar 2025
- Instructional Expertise: Demonstrated proficiency in curriculum development, pedagogical best practices, and competency-based assessment
- Quality Assurance: Maintained standards for course effectiveness through iterative feedback, learning analytics, and continuous improvement

Effortless Development

Brooklyn, NY

- Technical Lead and Co-Founder
Directed strategy, technical and architectural decisions, guiding agency growth and service offerings. Jan 2020 - Jul 2022
- Managed and mentored cross-functional teams of developers and designers.
- Led scalable solution design across Next.js, React.js, Flutter, Tailwind CSS, and Dart.

General Assembly

New York, NY

- Software Engineering Fellow
Completed a 12-week immersive training (400+ hours) in full-stack development: HTML, CSS, JavaScript, React, Ruby on Rails, Express, SQL.
- Partnered with UX designers to implement accessibility enhancements on a Booking.com redesign project.

United States Marine Corps

MCAS Cherry Point, NC

- Quality Control Non-Commissioned Officer
Conducted human inspections and audits of aircraft electrical systems, enforcing Corps standards. Feb 2019 - Aug 2019

United States Marine Corps

MCAS Cherry Point, NC

- Assistant Maintenance Chief
Scheduled and prioritized maintenance tasks for life-support systems, optimizing equipment availability. Apr 2018 - Feb 2019

United States Marine Corps

MCAS Cherry Point, NC

- Supervised and trained technicians; managed spare parts inventory and maintenance budgets. Sep 2015 - Apr 2018

Electrical Systems Technician

- Performed preventive and corrective maintenance on generators, pumps, and power distribution systems.
- Diagnosed electrical and mechanical malfunctions; logged work orders per technical manuals.
- Assisted senior technicians and trained new Marines on maintenance procedures.

Education

General Assembly

New York, NY

Software Engineering Immersive 2019 - 2020

Brooklyn College, CUNY

Brooklyn, NY

Computer Science (12 Credits) Fall 2021

American InterContinental University

Chandler, AZ

General Studies 2016 - 2017

Technical Skills