Brandon **Gottshall**

Software Engineer

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○ Brandon-Gottshall

in Brandon-Gottshall

"I build reliable software, websites, and tech solutions to streamline operations and drive measurable business impact."

Professional Summary

Results-driven Software Engineer with a background in the U.S. Marine Corps, bringing a unique blend of technical expertise, leadership, and problem-solving skills to software development. Proven track record of delivering high-impact solutions by leveraging modern technologies including TypeScript, React, Node.js, Docker, and cloud platforms (AWS/GCP). Experienced in implementing CI/CD pipelines, containerization, and infrastructure as code (IaC) to streamline development workflows. Adept at leading cross-functional teams, optimizing development processes, and implementing engineering best practices. Combines military discipline with technical acumen to drive innovation and exceed project objectives. Passionate about mentoring junior developers, contributing to open-source communities, and staying current with emerging technologies.

Experience

Moons Out Media
Remote

Technical Director (Software Engineering)
Mar 2025 - Present

- Defined and executed the software roadmap, aligning technical initiatives with creative and business objectives.
- Architected scalable web applications and internal tools using TypeScript, Next.js, Tailwind CSS, Python, and V0 on Vercel.
- Developed AI-driven workflows and automations to streamline media production and client deliverables.
- Designed and managed cloud-based and on-premise infrastructure for high-availability streaming and content management.
- Mentored junior engineers; instituted code reviews, CI/CD pipelines, and performance monitoring.

Effortless Development
Brooklyn, NY

Technical Lead and Co-Founder
Jan 2020 - Jul 2022

- Directed strategic technical and architectural decisions, guiding agency growth and service offerings.
- Managed and mentored cross-functional teams of developers and designers.
- Led scalable solution design across Next.js, React.js, Flutter, Tailwind CSS, and Dart.
- Oversaw client engagements, sales consultations, and project delivery.

General Assembly
New York, NY

Software Engineering Fellow
Dec 2019 - Mar 2020

- 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.
- Engaged in agile, project-based development and collaborative team workflows.

United States Marine Corps
MCAS Cherry Point, NC

Corporal - Quality Control Non-Commissioned Officer
Feb 2019 - Aug 2019

- Conducted formal inspections and audits of aircraft electrical systems, enforcing Corps standards.
- Developed and implemented SOPs that reduced rework rates and improved repair accuracy.
- Coached junior Marines in quality control techniques; compiled performance reports for command.

United States Marine Corps
MCAS Cherry Point, NC

Corporal - Assistant Maintenance Chief
Apr 2018 - Feb 2019

- Scheduled and prioritized maintenance tasks for life-support systems, optimizing equipment availability.
- Coordinated parts requisitions and repair contracts to minimize downtime of >$7M in assets.
- Supervised and trained technicians; managed spare parts inventory and maintenance budgets.

United States Marine Corps *MCAS Cherry Point, NC*

Electrical Systems Technician *Sep 2015 - Apr 2018*

- 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 *Dec 2019 - Mar 2020*

- Completed 500+ hour full-stack software engineering program focusing on modern web development
- Built multiple full-stack applications using JavaScript, React, Node.js, Express, and PostgreSQL

Brooklyn College, CUNY *Brooklyn, NY*

Computer Science (12 Credits) *2018 - 2019*

- Coursework in Computer Science and Mathematics

American InterContinental University *Chandler, AZ*

General Studies *2013 - 2014*

- Completed general education requirements

Certifications & Clearances

Accredited Technology Instructor

Nebula Academy *Jan 2023 - Jan 2024*

- Trained to design and deliver technology-focused instruction in corporate, K-12, and adult-education settings through the Academy's "Educators" program
- Applied adult-learning and cognitive-science principles to create engaging learning environments
- Developed and sequenced curriculum for Microsoft Power Platform, Python, and Web Development
- Leveraged educational technology platforms including LMS management and coding sandboxes
- Assessed learner outcomes through project-based evaluations and formative feedback

Secret Security Clearance

United States Department of Defense *Sep 2015 - Sep 2019*

EPA 608 Universal Certification

U.S. Environmental Protection Agency *Jun 2018 - Present*

Technical Skills

Languages	TypeScript, JavaScript, Python, Ruby, Dart, SQL, HTML5, CSS
Frameworks	React, Next.js, Node.js, Express.js, Ruby on Rails, Flutter
Cloud & DevOps	AWS, Google Cloud, Azure, Docker, Kubernetes, CI/CD, GitHub Actions
Databases	PostgreSQL, MongoDB, Redis, Sequelize, Drizzle
Tools	Git, Linux, VS Code, Postman, Thunder Client, Jira, Figma, Adobe Creative Suite
Methodologies	Agile, Scrum, Test-Driven Development, DevOps, AI/ML Integration

Professional Skills

Leadership	Team Leadership, Mentoring, Project Management, Strategic Planning, Decision Making
Communication	Technical Instruction, Documentation, Client Relations, Team Collaboration, Public Speaking
Problem Solving	Critical Thinking, Troubleshooting, Root Cause Analysis, Process Improvement
Military Skills	Quality Assurance, Maintenance Management, Technical Training, Safety Compliance, Risk Assessment