

# 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-ender 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) Mar 2025 - Present

- Directed 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 internal software and various sites. Utilized Docker, and cloud platform AWS/CP/Vercel).

### Nebula Academy

Remote

Accredited Technology Instructor (Software Engineering) 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 Jan 2020 - Jul 2022

- Directed strategy, 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.

### General Assembly

New York, NY

Software Engineering Fellow Dec 2018 - 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.

### United States Marine Corps

MCAS Cherry Point, NC

Quality Control Non-Commissioned Officer Feb 2019 - Aug 2019

- Conducted human inspections and audits of aircraft electrical systems, enforcing Corps standards.

United States Marine Corps MCAS Cherry Point, NC

Assistant Maintenance Chief Apr 2018 - Feb 2019

- Scheduled and prioritized maintenance tasks for life-support systems, optimizing equipment availability.

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 2019 - 2020

Brooklyn College, CUNY Brooklyn, NY

Computer Science (12 Credits) 2021 - 2021

American InterContinental University Chandler, AZ

General Studies 2016 - 2017

## Technical Skills