Brandon **Gottshall**

Senior Software Engineer & Cloud Architect

+1 229-507-3499
Brandon-Gottshall

bgottshall@valdosta.edu
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Adel, GA 31620, United States
brandongottshall.com

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*
- Architected scalable web applications architecture and 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 platforms (AWS/GCP/Vercel).

Nebula Academy — *Remote*
Accredited Technology Instructor (Software Engineering) — *Oct 2022 - Mar 2025*
- Credential Scope: Authorized to design and deliver technology-focused training programs for software engineering learners.
- 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 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*
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*
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 — *2019 - 2020*

Brooklyn College, CUNY — *Brooklyn, NY*
Computer Science (12 Credits) — *Fall 2021*

American InterContinental University — *Chandler, AZ*
General Studies — *2016 - 2017*

Technical Skills