

Brandon Gottshall

Senior Software Engineer & Cloud Architect

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Brandon-Gottshall

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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

- 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

Nebula Academy

Remote

Credentialed 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

Architectured 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

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

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.

United States Marine Corps

MCAS Cherry Point, NC

Apr 2018 - Feb 2019

Coached junior Marines in quality control techniques; compiled performance reports for command.

Assistant Maintenance Chief

MCAS Cherry Point, NC

Sep 2015 - Apr 2018

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.

United States Marine Corps

MCAS Cherry Point, NC

Aug 2014 - Sep 2015

Supervised and trained technicians; managed spare parts inventory and maintenance budgets.

Electrical Systems Technician

MCAS Cherry Point, NC

Feb 2014 - Aug 2014

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

2019 - 2020

Software Engineering Immersive

Brooklyn, NY

Brooklyn College, CUNY

Fall 2021

Computer Science (12 Credits)

Chandler, AZ

American InterContinental University

2016 - 2017

General Studies

Technical Skills