# Brendan Luchen

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Synopsis

Eclectic and motivated frontend engineer with fullstack and devops capability.

A decade in the field and the optimistic cynicism to prove it.

An informed holistic view of software's purpose as an effective solution to a real problem.

Employed as an engineer; self-identify as a maker.

SKILLS

	Proficient	Competent	Familiar
Programming	EcmaScript family	C, C#, C++	Perl, Haskell
	Ruby	Scala, Python, CSS	Elixir, Elm
Markup/Data	Markdown, JSON, Pug	Haml, HTML	Yaml, Stylus, Sass
${ m Libraries/API}$	SDL, NodeJS, React	Rails, OpenGL	Phoenix, Ionic/Angular
Tools/Software	git, Vim, tmux	Docker, Heroku	GIMP, GDB, Ansible
Spoken Language		Spanish	Japanese, German

(Not an exhaustive list)

# EDUCATION Rochester Institute of Technology

Bachelor of Science, Computer Science

Dual Minors, German Language and Mathematics

• Magna cum laude

• Study abroad in Dubrovnik, Croatia

SHIPPED

**Chromathud**: Educational puzzle game for PC and Xbox Live Indie Games

SOFTWARE OverClocked Jukebox: Web jukebox for videogame arrangements from ocremix.org

Modern Warfare 3: Multiplatform first-person shooter (© Activision)

Haiku for Android: Thin client to Epic's electronic medical record (© Epic)

**Teikametrics Flywheel:** The eCommerce Seller's Operating System (© Teikametrics)

#### EMPLOYER Teikametrics

Boston, Massachusetts

Software Engineer II (SE2)

Feb 2019–Jan 2023

Rochester, New York

May 2011

Flywheel is an eCommerce seller toolkit, offering ad-spend optimization, inventory management, market intelligence, and premium managed services with in-house analysts.

- Delivered an automated billing backend, enabling some \$25k of MRR to be automatically invoiced and charged, a previously manual process.
- Developed internal tooling to automate routine dev tasks, viz. migration from Flywheel 1 to 2.0
- Presented "Lunch and Learns" on topics including: History of Frontend; Phoenix on Elixir; Brendan's Peculiar Workstation.

Technologies: SQL (Postgres), Docker, Heroku, Ruby, Rails, React, Typescript, Scala, Cats, Tailwind-CSS, Python, Bash, Go, Datadog, Terraform, Kubernetes

#### Applied Training Systems, Inc. Past

Seattle, Washington April 2017-August 2018 Employers Software Engineer

Reviewsnap and Trakstar are mature and well-tuned performance appraisal and management systems.

- Pioneered a docker-based development environment to speed up onboarding
- Reviewed team members' work to ensure a high quality bar

**Technologies**: Python, Swagger, Docker, Ruby, Rails, React, Sass

# Comcast Technology Solutions

Seattle, Washington

Software Development Engineer in Test (SDET)

August 2014-November 2016

Comcast Technology Solutions (nee "the Platform") designs custom solutions for digital media companies to manage and publish video and audio.

- Owned E2E testing of commissioned work in "productively adversarial" relation to development
- Verified code allowing Comcast subscribers on Apple TV to login with their Apple ID
- Built an improved CLI and GUI to access the firm's proprietary data backend

# **Technologies**

Java, Spring, Node/AngularJS, TestNG, OpenStack, AWS, Chef, Gatling, Upsource, REST, Literate CoffeeScript, Jenkins, TeamCity

Seattle, Washington Amazon

Software Development Engineer (SDE)

June 2013–February 2014

Wihin the Platform Excellence org, the Fatals team is tasked with bringing customer-facing failures ever closer to zero.

- Drove company-wide initiatives to reduce HTTP 5xx and other failures (FATALs)
- Shared 24/7 pager-duty rotation with a team of 2–4 developers

### **Technologies**

JavaScript, ¡Query, Spring, Java, Hibernate, Ruby, Rails, InnoDB, Brazil/Apollo

Madison, Wisconsin Epic

Software Developer

September 2011-March 2013

Epic Chronicles is the leading electronic medical record in the US, emphasizing an integrated patient record and continuity of care across providers and time. Its user-facing frontends include Hyperspace, Canto, Haiku, and MyChart.

• Prototyped and developed Haiku for Android, Epic's mobile sidekick for physicians

#### **Technologies**

Java, Android, ADK, M (MUMPS), C/.NET, VB6, Chronicles