

# Brendan Luchen

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**SYNOPSIS** Versatile and motivated fullstack engineer with frontend and devops capability.  
12 years of experience building, fixing, and scaling web applications.  
Deep understanding of the SDLC, Agile/Scrum methodologies, UX, DX, and techdebt management.  
Proven track record of positivity, collaboration, interdisciplinary and cross-functional innovation.

SKILLS		Proficient	Competent	Familiar
	Programming	JS/TS/ES2015+, Java, Python, Ruby	C, C#, C++ Scala, Bash, CSS	Perl, Haskell Elixir, Elm, Golang
	Markup/Data	Markdown, JSON, HTML SQL	Hamlet, Pug, TOML XML	Yaml, Sass Terraform
	Libraries/API	Spring, NodeJS, React	Rails, OpenGL	Phoenix, Ionic/Angular
	Tools/Software	git, Vim, tmux	Docker, Heroku	GIMP, GDB, Ansible
	Natural Language	English (native)	Spanish	Japanese, German

**EDUCATION** **Rochester Institute of Technology** Rochester, New York  
*Bachelor of Science: Computer Science* May 2011  
*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 (Hybrid Remote)  
*Software Engineer II (SE2)* February 2019–January 2023  
Flywheel is an eCommerce seller toolkit, offering ad-spend optimization, inventory management, market intelligence, and premium managed services with in-house analysts.

- Delivered a billing backend, enabling some \$25k of MRR to be automatically invoiced and charged
- Developed internal tooling to automate routine SDLC chores
- Launched a documentation system for Flywheel's event-driven architecture, leveraging AsyncAPI
- As a guest on the international DevOps team, designed and implemented a scalable and secure cloud-based microservice-logging system, with turnkey installation for dev teams
- Championed a dynamic, collaborative, and healthy culture by:
  - Serving on culture steering committee
  - Mentoring junior developers
  - Piloting the Slack channel #questions, a safe place to ask who/where/how to ask

**Technologies:** PostgreSQL, Docker, Heroku, Ruby, Rails, React, Typescript, Scala, Cats, Java, Spring Boot, Redis, TailwindCSS, Python, Bash, Golang, Datadog, Terraform, Kubernetes, AWS, Elasticsearch, Logstash, Kibana, Monorepo, SOA/Microservices, EDA

PAST **Applied Training Systems, Inc.** **Seattle, Washington (Hybrid Remote)**  
EMPLOYERS *Software Engineer* April 2017–August 2018  
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 “*thePlatform*”) 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

**Amazon** **Seattle, Washington**  
*Software Development Engineer (SDE)* June 2013–February 2014  
Within 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, jQuery , Spring , Java , Hibernate , Ruby, Rails , InnoDB , Brazil/Apollo

**Epic** **Madison, Wisconsin**  
*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 healthcare 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
- Ensured ability for providers to capture clinical images and video in a HIPAA-compliant fashion

**Technologies:** Java, Android, ADK, M (MUMPS), C#/.NET, VB6, Chronicles