

Brendan Luchen

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brendan@luchenlabs.com

github.com/Cheezmeister

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 Ruby	C, C#, C++ Scala, Python, CSS	Perl, Haskell Elixir, Elm
	Markup/Data	Markdown, JSON, Pug	Haml, HTML	Yaml, Stylus, Sass
	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** 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)

EMPLOYMENT **Teikametrics** **Boston, Massachusetts**
Software Engineer II (SE2) Feb 2019–present
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.

Seattle, Washington

Software Engineer

April 2017–August 2018

Reviewsnap and Trakstar are mature and well-tuned performance 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

- 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

- Prototyped and developed *Haiku for Android*, Epic’s mobile sidekick for physicians

Technologies

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