# Brendan Luchen

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Synopsis

Versatile and motivated Full Stack Engineer with Frontend and DevOps capability.

10+ 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.

## EMPLOYER Archipelago AI (archipelago-ai.com)

Distributed Remote

Founding Software Engineer, Full Stack

April 2024-present

Work smarter, chat less.

- Architected and implemented scalable microservices using Kotlin and Ktor
- Designed resilient database integration patterns using jOOQ and TiDB
- Integrated klogging to emit structured logs from the api server backend
- Developed and verified the first end-to-end integration between frontend, backend, and database layer
- Mentored grad student intern towards introducing Kotlin unit testing
- Collaborated with UX designer to establish processs and plan a Storybook-based design system

**Technologies**: Kotlin (Ktor, Klogging, Koin, jOOQ) TypeScript (NodeJS, SvelteKit, TailwindCSS) IaC (GitHub Actions, Ansible, Docker, Dagger CI) MySQL (TiDB)

Prior **BCNC** (bcnc.net)

Boston, Massachusetts (Hybrid Remote)

Employers Technology Support Specialist

September 2023–March 2024

Adult Education and Workforce Initiatives.

- Managed electronics inventory, offered live tech support, and streamlined IT operations
- Supported the resolution of a \$13,000 disputed bill with T-Mobile

**Technologies**: Squarespace, Zapier, Sharepoint, QR Codes

Teikametrics (teikametrics.com)

Boston, Massachusetts (Hybrid Remote)

Software Engineer II (SE2)

February 2019–January 2023

The AI-powered platform to optimize and grow your ecommerce business on Walmart & Amazon.

- Introduced i18n to the React frontend
- Delivered a billing backend enabling some \$25k of MRR to be automatically invoiced and charged
- Launched a documentation system for Flywheel's event-driven architecture, leveraging AsyncAPI
- Designed and implemented a scalable and secure cloud-based microservice-logging system
- Championed a dynamic, collaborative, safe, and healthy culture

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

Shipped Software Chromathud: Educational puzzle game for PC and Xbox Live Indie Games [ C#/.NET/XNA ]

OverClocked Jukebox: Web jukebox for VGM arrangements from ocremix.org [Elixir/Phoenix/JS] Modern Warfare 3 (2011): Multiplatform console/PC FPS game (© Activision) [C++/idtech3]

Haiku for Android: Thin client to Epic's EMR (© Epic Systems Corporation)

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

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

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

#### Comcast Technology Solutions (theplatform.com)

Seattle, Washington

Software Development Engineer in Test (SDET)

August 2014-November 2016

Comcast Technology Solutions (formerly "the Platform") delivers a media management and publishing platform to distribute video and other digital content.

• Verified code end-to-end allowing Comcast subscribers on Apple TV to login with their Apple ID

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

## Amazon (amazon.com)

Seattle, Washington

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.

- $\bullet$  Drove company-wide initiatives to reduce HTTP 5xx and other failures
- $\bullet$  Shared a 24/7 pager-duty rotation one out of every 3 weeks

**Technologies**: JavaScript, jQuery , Spring , Java , Hibernate , Ruby, Rails , InnoDB , Brazil/Apollo

Epic (epic.com)

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

SKILLS

	Proficient	Competent	Familiar
Programming	Java, Kotlin, Scala,	Python, Ruby	Perl, Haskell
	JS/TS/ES2015+ Markdown, JSON, HTML	C, C#, C++	Elixir, Elm, Golang
Markup/Data	Markdown, JSON, HTML	Haml, Pug, TOML	Yaml, Sass
	SQL	XML	Terraform
${f Libraries/API}$	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

Bachelor of Science: Computer Science

Rochester, New York

May 2011

Dual Minors: German Language and Mathematics

- Magna cum laude
- Study abroad in Dubrovnik, Croatia