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+,	C, C#, C++	Perl, Haskell
	Java, Python	Scala, Ruby, CSS	Elixir, Elm, Golang
Markup/Data	Markdown, JSON, HTML	Haml, Pug, TOML	Yaml, Sass
	SQL	XML	Terraform
Libraries/API	Spring, NodeJS, React	Rails, OpenGL	Phoenix, Ionic/Angular
Tools/Software	git, Vim, tmux	Docker, Heroku	GIMP, GDB, Ansible
Spoken Language		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 SOFTWARE
Chromathud: Educational puzzle game for PC and Xbox Live Indie Games
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

Applied Training Systems, Inc.   **Seattle, Washington (Hybrid Remote)**

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

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, 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