

# Brendan Luchen

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github.com/Cheezmeister

SKILLS		Proficient	Competent	Familiar
	Programming	JS/ES, Ruby	C#, C, Java, C++	Perl, Haskell, Elixir, Elm
	Markup/Data	Markdown, JSON, Pug	Haml, HTML	Yaml, Stylus, Sass
	Libraries/API	SDL, NodeJS	Rails, OpenGL	React, Phoenix, Ionic/Angular
	Tools/Software	git, Vim, tmux	Docker, Chef	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 **Chromathud**: Educational puzzle game for PC and Xbox Live Indie Games

SOFTWARE **OverClocked Jukebox**: Web jukebox for videogame arrangements from [ocremix.org](http://ocremix.org)

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

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

CAREER **Reviewsnap** Seattle, Washington  
*Software Engineer* April 2017–August 2018

- Re-hired following a reorg to build out the new platform on a shared Rails codebase
- Pioneered a docker-based development environment to speed up onboarding
- Keywords: React, Rails, Chef, ES6/ES8, Jest, SCSS, CircleCI, AWS, Papertrail

**thePlatform (Comcast Technology Solutions)** Seattle, Washington  
*Software Development Engineer in Test (SDET)* August 2014–November 2016

- Prototyped a dashboard in AngularJS/NodeJS to monitor Comcast's publishing pipeline
- Created a client to the firm's RESTful data backend in Literate CoffeeScript

**Amazon** Seattle, Washington  
*Software Development Engineer (SDE)* June 2013–February 2014

- Drove company-wide initiatives to reduce HTTP 5xx and other failures (FATALs)
- Developed a full-stack, continuously integrated tool suite for FATALs tracking and data analysis
- Learned MySQL, Hibernate, Spring, REST, Rails, Bootstrap, JS, jQuery, and Moment.js on the job
- Shared 24/7 pager-duty rotation with a team of 2–4 developers

**Epic** Madison, Wisconsin  
*Software Developer* September 2011–March 2013

- prototyped and developed *Haiku for Android*, Epic's mobile sidekick for physicians