Brendan Luchen

brendan@luchenlabs.com github.com/Cheezmeister

Career thePlatform (Comcast)

Seattle, Washington

Software Development Engineer in Test (SDET)

August 2014–November 2016

- prototyped a dashboard in AngularJS/NodeJS to monitor Comcast's publishing pipeline
- developed and documented high-level load testing tools using OpenStack, AWS, Chef and Gatling
- created and maintained a CLI to the firm's RESTful data backend in Literate CoffeeScript
- reviewed and investigated nightly integration test results

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 with MySQL, Hibernate, Spring, REST, Rails, Bootstrap, jQuery, and Moment.js
- shared 24/7 pager-duty rotation with 2-4 other developers

Epic

Madison, Wisconsin

Software Developer

September 2011-March 2013

- prototyped and developed Haiku for Android, Epic's mobile sidekick for physicians
- frequent code review and white-box testing of other developers' work

SHIPPED

Chromathud: Educational puzzle game for PC and Xbox Live Indie Games

SOFTWARE Fantaskulous: Lightweight todo list for Android

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

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

EDUCATION Rochester Institute of Technology

Rochester, New York

Bachelor of Science, Computer Science

May 2011

Dual Minors, German Language and Mathematics

- magna cum laude
- honors program
- study abroad in Dubrovnik, Croatia

SKILLS

	Proficient	Competent	Familiar
Programming	C, JS, CoffeeScript	C#, ES6, Ruby, C++	Perl, Haskell, Elixir
Markup/Data	Markdown, Jade	Haml, HTML	Yaml, Stylus, I₄TEX
Libraries/API	SDL, ADK, NodeJS	jQuery, OpenGL	Rails, Phoenix, Ionic/Angular
Tools/Software	git, Vim, tmux	Visual Studio	GIMP, GDB
Spoken Language			Spanish, German