

Brendan Luchen

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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.

I have lived in a half-dozen US states, three countries; and visited many more.

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)

CAREER	Teikametrics (Current) <i>Software Engineer 2</i>	Boston, Massachusetts February 2019–present
	<p>Flywheel is an eCommerce seller toolkit, offering ad-spend optimization, inventory management, market intelligence, and a premium managed offering with in-house analysts.</p> <hr/> <ul style="list-style-type: none"> • 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 on History of Frontend; Phoenix on Elixir; my very unusual workstation. 	
	Technologies SQL (Postgres), Docker, Heroku, Ruby, Rails, React, Typescript, Scala, Cats, TailwindCSS, Python, Bash, Go, Datadog, Terraform, Kubernetes	
	Reviewsnap <i>Software Engineer</i>	Seattle, Washington April 2017–August 2018
	<ul style="list-style-type: none"> • Pioneered a docker-based development environment to speed up onboarding 	
	Comcast Technology Solutions <i>Software Development Engineer in Test (SDET)</i>	Seattle, Washington August 2014–November 2016
	<ul style="list-style-type: none"> • Built a CLI to CRUD the firm's RESTful data backend in Literate CoffeeScript 	
	Amazon <i>Software Development Engineer (SDE)</i>	Seattle, Washington June 2013–February 2014
	<ul style="list-style-type: none"> • 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 	
	Epic <i>Software Developer</i>	Madison, Wisconsin September 2011–March 2013
	<ul style="list-style-type: none"> • Prototyped and developed <i>Haiku for Android</i>, Epic's mobile sidekick for physicians 	