

# Brendan Luchen

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github.com/Cheezmeister

SKILLS		Proficient	Competent	Familiar
	<b>Programming</b>	EcmaScript family Ruby	C, C#, C++ Scala, Python, CSS	Perl, Haskell Elixir, Elm
	<b>Markup/Data</b>	Markdown, JSON, Pug	Haml, HTML	Yaml, Stylus, Sass
	<b>Libraries/API</b>	SDL, NodeJS, React	Rails, OpenGL	Phoenix, Ionic/Angular
	<b>Tools/Software</b>	git, Vim, tmux	Docker, Heroku	GIMP, GDB, Ansible
	<b>Spoken Language</b>		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  
**Modern Warfare 3**: Multiplatform first-person shooter (© Activision)  
**Haiku for Android**: Thin client to Epic's electronic medical record (© Epic)

**CAREER** **Teikametrics** (Current) **Boston, Massachusetts**  
*Software Engineer 2* February 2019–present

- Built MVPs for Walmart ads integration, inventory optimization, and user authentication (via Auth0)
- Championing customer needs and knowledge sharing among developers
- Designing internal tooling to improve developer quality of life

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

- Pioneered a docker-based development environment to speed up onboarding

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

- Built a CLI to CRUD 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)
- 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