

Brendan Luchen

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github.com/Cheezmeister

EMPLOYMENT **thePlatform (Comcast)**

Seattle, Washington

SDET

August 2014–November 2016

- Prototype a dashboard in AngularJS/NodeJS to monitor Comcast's publishing pipeline
- Develop/document high-level load testing tools leveraging OpenStack, AWS, Chef and Gatling
- Create/Maintain a CLI to the firm's RESTful data backend in Literate CoffeeScript
- Daily code review and nightly integration test review

Amazon

Seattle, Washington

SDE

June 2013–February 2014

- Drive company-wide initiatives to reduce HTTP 5xx and other failures
- Develop a full-stack, CI set of tools for FATALs tracking and analysis
- Utilize tech including jQuery, Hibernate, Spring, Rails, InnoDB and much, much more
- Share 24/7 pager-duty rotation with 2–4 other developers

Epic

Madison, Wisconsin

Software Developer

September 2011–March 2013

- Core developer for *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 [\[link\]](#)

SOFTWARE

Fantaskulous: Lightweight todo list for Android [\[link\]](#)

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, NY

Bachelor of Science, Computer Science

May 2011

Dual Minors, German Language and Mathematics

- Magna cum Laude
- Honors Program
- Study Abroad in Dubrovnik, Croatia

SKILLS

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

References are available upon request.