Brandon Erbschloe

Senior Mobile Engineer with over a decade of industry experience building native iOS and Android applications. Co-Founded QuarkWorks, a mobile software development agency. Led multiple engineering teams in the domains of: event ticketing, payment processing, ecommerce, social networks, autonomous construction equipment, health / fitness, and real time video ML processing.

COMPANY EXPERIENCE

Hallway Tile— Senior Software *Engineer & Co-Founder*

January 2021 - Present - joinhallway.com

Developed and released cross platform (mac, windows, web) motion tracking software that replaces your face with a virtual avatar that can be used for video calls and live streaming. Joined the 2022 Sequa Arc Cohort and Scale Accelerator startup programs.

QuarkWorks — Lead Mobile Engineer & Co-Founder

June 2012 - December 2020 - quarkworks.com

Co-Founded and grew a multi-client development agency from 3 to 30 employees. Specialized in developing native iOS and Android applications for companies such as Gametime, Eventbrite, Handshake, Houseparty, Equipmentshare, Trynow, Paceline, Epic Games, and Reddit.

HIGHLIGHTED PROJECTS

EquipmentShare — *MAP Autonomous Robotics iOS App (2019)*

Released the initial iOS Machine Automation Portal (MAP) App for a 2 ton autonomous ground compactor. It was presented at the 2019 Bauma event in which operators could remotely control a ground compactor located in the US from Germany. – equipmentshare.com

Handshake — *Android App (2018-2019)*

Initial engineer and team manager for the Android Student App which encouraged students to apply for jobs, chat with employers, and join live video career fair sessions. – joinhandshake.com

Houseparty — *iOS and Android App (2017 - 2018)*

Engineered features and core services for both iOS and Android in parallel that were used by millions of users. – houseparty.net (fan)

Eventbrite — *iOS Festival Organizer App (2016-2017)*

Joined existing team to refactor a legacy iOS Organizer app from Objective-C to Swift while still maintaining a bi-weekly release schedule. – eventbrite.com

Additional projects and references available upon request

CONTACT

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SKILLS

11 years – iOS / MacOS: Swift, Objective-C

7 years – Android: Kotlin, Java

3 years – Backend: Node, Ruby, Python, AWS, Firebase

2 years – Frontend Web: React.js

2 years – Video ML: Cross platform C++

EDUCATION

University of Missouri – BS Computer Science

Graduated 2019

INTERESTS

Cycling
Geography
Strength Training
Grilling
Gaming