

Brandon Erbschloe

Lead / Senior Software Engineer that specializes in developing native mobile applications and backend web technologies. Developed and 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. Co-Founded QuarkWorks, a software development agency.



COMPANY EXPERIENCE

Hallway Video Communication — Senior 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 Engineer & Co-Founder

June 2012 - December 2020 - quarkworks.com

Co-Founded and grew a multi-client development agency from 3 to 30 employees. Developed and led teams 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 the ground compactor located in the US from Germany. - equipmentshare.com

Handshake — Android App (2018-2019)

Initial engineer and team manager for Android Student application 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 for both iOS and Android for a multi million user video streaming application that was later acquired by EpicGames. - 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

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

Biking
Geography
Strength Training
Grilling

Additional projects and references available upon request