

BREKK BOCKRATH

I am a software engineer with a deep focus on JavaScript. I am well-versed in providing a good user experience built with clean and simple software. I've served in a range of roles, from individual contributor to front-end technical lead of a small front-end team of eight. I enjoy mentoring and sharing knowledge, especially when working with active learners.

I learn quickly and I'm passionate about building both clean, data-driven interfaces and the frameworks that power them. I love anything that lives in the front-end or JavaScript. For the past few years I've been learning and trying to teach the patterns of functional programming — I'm still a journeyman but I am very excited by the clarity, ease-of-maintenance and safety that FP provides. I'm fascinated by the visualizations of complex systems and programs which can be run on themselves.

Here are some open-source modules I've published:

- [katsu-curry](#) for multiple different flavors of currying in JS
- [handrail](#) for adding safety to functional composition pipelines
- [entrust](#) to allow for delegatee-last tacit programming
- [blem](#) to facilitate the creation of BEM-syntax style selectors
- [snang](#) for tacit programming in the command line

Find more on my site:



EXPERIENCE

FEBRUARY 2021 - PRESENT

FRONT-END ENGINEER @ [charly.education](#) ; BERLIN, GERMANY

- Maintained a legacy React web application: **Technologies:** `react` ; `redux` ; `pdfkit`
- Implemented several CI / CD changes: **Services:** Circle CI
- Built a fresh Next.js implementation of StudyTogether, a Discord-based study server
Technologies: `next.js` ; `react` ; `emotion` ; `oauth` **Integrations:** Discord

APRIL 2020 - FEBRUARY 2021

FRONT-END TECH LEAD @ **ebay / mobile.de** ; BERLIN, GERMANY

- Worked as a frontend lead for a team of 6
- Maintained several legacy codebases **Technologies:** `jquery` ; `angular`
- Built a tool for parsing soy templates and automatically converting them to JSX / React components **Technologies:** `react` ; `soyparser` ; `snang`

JUNE 2019 - APRIL 2020

SENIOR FRONT-END ENGINEER @ **Pincamp** ; BERLIN, GERMANY

- Worked as a front-end engineer in an engineering team of 10
- Migrated a legacy codebase to `gatsby` ; improving page load speed by 3x
- Created tooling to help automate builds and prevent common pitfalls, using `lint-staged` and several small scripts build on top of `snang`

OCTOBER 2018 - JUNE 2019

FRONT-END DEVELOPER @ **SF Networx** ; DENVER, CO

- Did contracting work for Long View Systems, including:
 - Built an internal invoicing tool using `electron-pdf` which allowed for dynamic generation of PDFs using Markdown and `scss`
 - Built an internal CMS tool using `express` , `axios` and `oauth`

FEBRUARY 2018 - SEPTEMBER 2018

FRONT-END ENGINEER @ **Golden** ; SAN FRANCISCO, CA

- Served as a front-end engineer in a small team of 10
- Added integration tests via `nightmare`
- Re-built old homepage using `rollup` and `xray`
- Added "Issues" feature for suggesting changes to the content of the page

JUNE 2015 - AUGUST 2017

FRONT-END TECH LEAD @ **Fanatics** ; SAN MATEO, CA

- Served as a front-end tech lead for a team of 8
- Built two versions of a framework for CMS tool, `Lumen` , for managing the content-authoring of white-label sports sites, including layouts, components and experimentation. **Technologies:** `react` ; `redux` ; `mobx` ; `express` ; `fluture` ; `ramda` ; `scss`

- Worked as a re-platforming engineer and augmented views to support a new style / theme. **Technologies:** jQuery ; postcss ; scss

DEC. 2013 – JUNE 2015

FRONT-END ENGINEER @ Watchwith ; SAN FRANCISCO, CA

- Served as technical lead for a 2-person front-end team
- Built software for a second-screen application to keep broadcasters "in-sync" (using an external API) with television-based data, including live broadcasts. **Technologies:** JavaScript ; HTML5 video ; CSS **Integrations:** ThePlatform (Video); Telescope (Voting)

JANUARY 2010 – 2013

INDEPENDENT SOFTWARE ENGINEERING CONTRACTOR; BOULDER, CO

- For **Cardinal Peak**, completed functional enhancements to a television-based user navigation system for Blockbuster/Samsung. **Technologies:** JavaScript ; HTML5
- For **Mischievous Grin**, developed educational game framework and proof of concept. **Technologies:** MongoDB ; node ; express ; grunt ; mongoose ; JSON ; HTML5 Canvas ; git
- For **Apple**: Developed and implemented an automated image quality report generator. **Technologies:** PHP ; CSS ; XHTML
- For **Imatest**: Designed and developed server-side, database and UI components for an image quality analysis system. **Technologies:** PHP ; SOAP ; MySQL ; HTML5 ; CSS ; XML ; JSON ; jQuery ; scss

JANUARY 2012 – AUGUST 2012

SOFTWARE ENGINEER @ Upsync ; BOULDER, CO

- Designed and implemented a client-side application for creating and editing ad-hoc HTML forms. **Technologies:** JavaScript ; jQuery ; XHTML
- Helped develop and maintain a CMS web application which allowed syncing between servers and remote iOS devices. **Technologies:** XHTML ; HTML5 ; jQuery ; SVN ; CSS ; sass ; MySQL ; WebSQL

EDUCATION

Bachelor of Fine Arts

University of Auckland, New Zealand - 2009

Emphasis: Computer-based graphic design; Interactive time-based media & Film