

Brandon Resheske

Email: bresheske@gmail.com

Website: bresheske.github.io

Location: Baraboo, WI

Abstract

Hello! I am a highly educated and experienced developer looking to fill some contract time.

I have a wide variety of experience working in many spaces; including full-stack development for modern high-level cloud-based technologies, industrial automation, low-level languages, and everything inbetween.

Education

Master of Science, Computer Science

University of Wisconsin-Platteville, Graduated May 2015

Bachelor of Science, Computer Science

University of Wisconsin-Platteville, Graduated December 2009

Experience

AutomatID.io

Partner

I am currently involved in a wide variety of projects, ranging from low-level embedded devices to high-level cloud-based technologies, ensuring all pieces of the projects are running smoothly.

Technologies Used: NodeJS, Javascript, Typescript, Python, C, C++

CUNA Mutual Group (August 2020 - January 2024)

Senior Innovations Architect

At CUNA Mutual Group, I, alongside 1a group of competent architects, designed and developed ways to enable our development teams to execute their sprint work with efficiency, consistency, and quality.

Technologies Used: Azure, NodeJS, C#, MSSQL, JavaScript, TypeScript

Total Administrative Services Corporation (August 2018 - August 2020)

Manager of Quality Assurance & Architecture

Managed a team in charge of architecting solutions to ensure a large serverless-based application was deployed quickly, easily, and with a high degree of confidence in quality.

Technologies Used: AWS, Serverless, HTML, CSS, JavaScript, TypeScript, WebPack, Angular 5+, SQL

Deluxe Corporation (July 2014 - August 2018)

Senior Software Engineer of Financial Services

As a senior engineer and team lead, led a small team of developers and QA members in an agile

environment. Created and maintained a large multi-server application built for the financial sector.

Technologies Used: HTML, CSS, JavaScript, TypeScript, Angular 2+, C#, MVC, WebAPI, WCF, SQL