

Brendan Sandfer

Orange County, California, USA

📞 949-690-1165 | ✉️ bsandfer@gmail.com

🔗 [linkedin.com/in/bsandfer](https://www.linkedin.com/in/bsandfer) | github.com/bsandfer | bsandfer.github.io/portfolio

PROFESSIONAL SUMMARY

Full Stack Web Developer with over 13 years of professional experience in technology and 3+ years specializing in software development. Skilled in React, Next.js, TypeScript, and modern front-end frameworks with a strong focus on building accessible, high-performance user interfaces. Experienced in API integration, agile collaboration, and code optimization. Passionate about continuous learning and delivering scalable, user-centered software solutions.

TECHNICAL SKILLS

Frontend: React, Next.js, JavaScript (ES6+), TypeScript, HTML5, CSS3, Tailwind CSS, jQuery

Backend: Node.js, Express.js, RESTful APIs, MongoDB, MySQL, Sequelize, SQLAlchemy

Development Tools: Git, GitHub, Azure, Webpack, Copilot, Trello, Slack, Microsoft Teams

Core Competencies: UI Development, API Integration, Performance Optimization, Accessibility (WCAG), Agile Methodology, Cross-Functional Collaboration

PROFESSIONAL EXPERIENCE

Software Developer | Qmerit — *Irvine, California*

February 2023 – September 2025

- Developed and maintained front-end features for Qmerit's customer and service provider platforms using React, Next.js, TypeScript, and Tailwind CSS.
- Implemented responsive, accessible user interfaces and reusable component libraries.

- Integrated RESTful APIs and optimized front-end performance for faster load times and improved usability.
 - Collaborated with cross-functional engineering teams at Qmerit and Schneider Electric to deliver new platform features, customer communications, and application updates.
 - Utilized Git, Azure DevOps, and Microsoft Teams for version control, CI/CD, and project coordination.
 - Resolved UI bugs, enhanced accessibility compliance, and contributed to scalable codebase improvements.
-

Surface Mount Technology Programmer & Operator | Qu-Bit Electronix — *San Clemente, California*

October 2018 – February 2022

- Programmed and maintained automated manufacturing lines, ensuring consistent product quality and on-time delivery.
 - Utilized Eagle, Circuit Cam, and proprietary software for Pick-and-Place machine programming.
 - Conducted circuit testing, calibration, and firmware updates.
 - Coordinated workflow and documentation using GitHub, Trello, and Slack.
 - Represented the company at National Association of Music Merchants (NAMM) trade shows and contributed to product development and beta testing.
-

Chief Engineer | Imperial Square Music Studios — *Santa Fe Springs, California*

January 2009 – October 2017

- Led the design, construction, and operation of professional recording studios.
- Managed client relationships, scheduling, and delivery for over 10,000 recording sessions.
- Recorded, mixed, and mastered projects using ProTools, Logic Pro, and Ableton Live.
- Maintained and repaired studio equipment and ensured software updates across all systems.

- Contributed to projects considered for Grammy Award nominations in 2015.
-

EDUCATION

Full-Stack Web Development Bootcamp Certificate — University of California, Irvine (2022)

Coursework toward B.A., Electrical Engineering — Saddleback College (2020)

Coursework toward B.A., Marketing — Western Governors University (2013–2014)

Recording Engineer Program Certificate — Los Angeles Recording School (2008)

TECHNICAL PROJECTS

Amiibo Locator — Developed a gaming information web app using HTML, CSS, JavaScript, and jQuery integrating server-side APIs.

Hospital Management System — Created a full-stack CRUD application with Node.js, Express.js, MySQL, and Sequelize ORM.

Weather Dashboard — Built a front-end weather tracking app using HTML, CSS, JavaScript, and OpenWeather APIs.

Portfolio: bsandfer.github.io/portfolio