

# NIKOLAUS BRUNNER

**Software Engineer specializing in Frontend Development with 6 years of experience building modern web and desktop applications**

Specialized in design systems, frontend architecture, and large-scale migrations. Led technical decisions affecting thousands of files and mentored junior developers. Comfortable working independently while thriving in collaborative teams. Integrates AI tooling into daily development workflows.

📍 Landshut, Germany

🌐 <https://nbr.haus>

✉ [nik@nbr.haus](mailto:nik@nbr.haus)

🔗 [github.com/nikbrunner](https://github.com/nikbrunner)

🌐 [linkedin.com/in/nbru](https://www.linkedin.com/in/nbru)

🗣 German (Native) • English (Fluent)



## Work Experience

### DealerCenter Digital

**Software Engineer / Frontend Lead**

Landshut, Germany

Sep 2020 - Jan 2026

BikeCenter is an Electron-based point-of-sale application used by hundreds of bike retailers across Germany. Joined as a junior and grew into a frontend lead role, owning architecture decisions, managing frontend priorities, and mentoring newer team members.

- Led frontend architecture for BikeCenter (Electron/React application), building and maintaining its custom design system
- Led large-scale framework migrations affecting 1600+ files (Redux → TanStack Query, React Router → TanStack Start)
- Mentored junior developers and established & documented frontend coding standards
- Architected modern GraphQL-based Vendure storefront and coordinated between design and backend teams
- Implemented component testing with Jest and Storybook snapshots
- Integrated external services including analytics (Mixpanel), leasing calculators, and third-party product advisers

React TypeScript SCSS Storybook TanStack Router TanStack Query TanStack Form Redux GraphQL  
Tailwind Electron Node.js

## diva-e

### Junior Frontend Developer

Munich, Germany

Mar 2020 - Sep 2020

Contributed to a major e-commerce platform and built an internal social platform using React, GraphQL (Apollo), and SCSS. Moved to DealerCenter Digital for an opportunity better aligned with personal goals.

React TypeScript SCSS Node.js

## Campudus

### Intern

Landshut, Germany

Dec 2019 - Feb 2020

Built a fullstack accessories ordering application from scratch – design, architecture, backend, and frontend – during a 3-month internship at DealerCenter Digital's sister company.

React Node.js

## Side Projects

### Black Atom Industries *Open Source Theming System • Creator & Maintainer*

- Created theming system supporting 30+ themes across 7 platforms (Neovim, Ghostty, Zed, tmux, WezTerm, Niri, Waybar)
- Built with TypeScript/Deno, featuring automated theme generation and distribution

### AWDCS *Modal Editor Keymap Architecture*

- Designed scope-based keymap system (App, Workspace, Document, Change, Symbol) for modal editors
- Created systematic prefix patterns and semantic naming for consistent, memorable keybindings

### kōyō *QMK Keyboard Layout & Firmware*

- Custom QMK layout for 36-key split keyboards (Moonlander, Corne) with vim-inspired navigation
- Built comprehensive CLI tooling for keyboard configuration and deployment

## Prior professional experience

**Event Technology & Audio Engineering (2011–2019)** Extensive background in event technology, professional sound engineering, and photography. Worked at five-star hotels and premium studios, developing strong problem-solving and client communication skills.

**Education:** Sound Engineering & Mastering, Deutsche Pop Munich (2010–2011)

## Interests

Hiking, Running, Boulderling, Cooking, Reading, Photography, All forms of Design