

Nikolaus Brunner

Software Engineer specializing in Frontend Development with 5 years of experience in building modern web 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.

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WORK EXPERIENCE



Software Engineer / Frontend Lead

DealerCenter Digital • Sep 2020 – Jan 2026 • Landshut, Germany

Tech: React, TypeScript, SCSS, TanStack Router, TanStack Query, TanStack Form, Redux (Toolkit), GraphQL, Tailwind CSS, Electron, Node.js

BikeCenter is an Electron-based point-of-sale application used by hundreds of bike retailers across Germany. I 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

Junior Frontend Developer

diva-e • Mar 2020 – Sep 2020 • Munich, Germany

Tech: React, TypeScript, SCSS, Node.js

- Developed frontend features for enterprise web applications

Intern

Campudus • Dec 2019 – Feb 2020 • Landshut, Germany

Tech: React, Node.js

- Completed full-stack internship developing features with React and Node.js

SIDE PROJECTS

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

- Created theming system supporting 27+ themes across 6 platforms (Zed, WezTerm, Alacritty, Ghostty, Neovim)
- Built with TypeScript, 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

TECHNICAL SKILLS

Frontend: React, TypeScript, JavaScript, GraphQL, CSS/SCSS/Tailwind, ShadCN, TanStack (Router/Query/Form), Redux, Electron, Node.js, Git

Dev Tools: Neovim, Ghostty, LazyGit, Claude Code

Architecture: Design Systems, Component Architecture, Frontend Migrations, UX Collaboration

Languages: German (Native) • English (Fluent)

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

Landscape Photography • Workflow Optimization • Open Source • Music Production