

Nikolaus Brunner

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

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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.



Work Experience

Software Engineer / Frontend Lead

DealerCenter Digital GmbH • Sep 2020 - Jan 2026 • Landshut, Germany

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 and designed & 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
- Tech: React, TypeScript, SCSS, TanStack (Router/Query/Form), Redux, GraphQL, Tailwind CSS, Electron, Node.js

Frontend Web Developer

diva-e Digital Value Excellence GmbH • Mar 2020 - Sep 2020 • Munich, Germany

- Developed frontend features for enterprise web applications
- Tech: React, TypeScript, SCSS, Node.js

Junior Web Developer (Internship)

Campodus • Dec 2019 - Feb 2020 • Landshut, Germany

- 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

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