

# Nikolaus Brunner

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

Landshut, Germany • +49 176 24330932 • [nik@nbr.haus](mailto:nik@nbr.haus)  
[nbr.haus](https://nbr.haus) • [github.com/nikbrunner](https://github.com/nikbrunner) • [linkedin.com/in/nbrun](https://linkedin.com/in/nbrun)

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

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### 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)

*Campudus • Dec 2019 - Feb 2020 • Landshut, Germany*

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

## Side Projects

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### 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

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**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

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**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

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Landscape Photography • Workflow Optimization • Open Source • Music Production