Brendan Luchen

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github.com/Cheezmeister

Employment

thePlatform   Seattle, Washington
SDE(T)   **August 2014–March 2015, June 2015–present**

- Prototype a dashboard in AngularJS/NodeJS to monitor Comcast's publishing pipeline
- Utilize Grunt, Jasmine and Karma for BDD of frontend business logic
- Develop/document high-level load testing tools leveraging Openstack, AWS, Chef and Gatling
- Create/Maintain a CLI to the firm's RESTful data backend in Literate CoffeeScript

Amazon   Seattle, Washington
SDE   **June 2013–February 2014**

- Drive company-wide initiatives to reduce HTTP 5xx and other failures
- Develop a full-stack, CI set of tools for FATALs tracking and analysis
- Utilize tech including jQuery, Hibernate, Spring, Rails, InnoDB and much, much more
- Share 24x7 pager-duty rotation with 2–4 other developers

Epic   Madison, Wisconsin
Software Developer   **September 2011–March 2013**

- Core developer for *Haiku for Android*, Epic's mobile sidekick for physicians
- Frequent code review and white-box testing of other developers' work

Shipped
Software

Chromathud: Educational puzzle game for PC and Xbox Live Indie Games [link]
Fantaskulous: Lightweight todo list for Android [link]
Modern Warfare 3: Multiplatform first-person shooter (© Activision)
Haiku for Android: Thin client to Epic's electronic medical record (© Epic)

Education

Rochester Institute of Technology   Rochester, NY
Bachelor of Science, Computer Science   May 2011
Dual Minors, German Language and Mathematics

- Magna cum Laude
- Honors Program
- Study Abroad in Dubrovnik, Croatia

Skills

Level	Proficient	Competent	Familiar
Programming	C, JS, CoffeeScript	C#, Ruby, C++	Perl, Haskell, Lua
Markup/Data	Markdown, Jade	Haml, HTML	Yaml, Stylus
Libraries/API	SDL, ADK	jQuery, OpenGL	Rails, Ionic
Tools/Software	git, Vim, tmux	CMake, Visual Studio	GIMP, GDB
Spoken Language			Spanish, German

References are available upon request.