

EDWARD BRAMANTI

Los Angeles, CA | edward@bramanti.org

Software Engineer I am a Software Engineer who is passionate about programming languages, well-designed APIs, and open source.

EXPERIENCE

Replicated

Culver City, CA
May 2018 - Present

VideoAmp

Santa Monica, CA
Oct 2017 - Apr 2018

VideoAmp

Santa Monica, CA
May 2016 - Oct 2017

Philosophie

Santa Monica, CA
Jul 2015 - Apr 2016

TechEmpower

El Segundo, CA
Oct 2014 - Apr 2015

Core Engineer

Lead Fullstack Engineer

- Manage/mentor a team of 8 full-stack engineers
- Design and architect VideoAmp's new TypeScript stack: Node gRPC services consumed by a universal React app (Next.js)
- Implement tooling, test conventions and acceptance criteria to support the new technologies used
- Primary infrastructure maintainer of PreAmp, VideoAmp's React libraries & tooling contained in a Lerna monorepo

Software Engineer

- Built V2 offering of VideoAmp's DSP in Angular.js/Node
- Rearchitected main reporting service to support faster report delivery and data-driven metrics
- Built internal React component/tooling mono-repo with Lerna and Builder
- Participated in extensive code reviews and hiring

Software Engineer

- Full-time developer on a Node.js REST API
- Experience with Agile development in a small cross-functional team including dedicated product and user interface designers
- Added tooling to project that made API documentation easier and provided helpful information to front-end developers
- Delivered well-tested code with automated testing at various levels of the system (unit, integration, acceptance)
- Participated in code review and pairing with other engineers
- Learned Ruby on Rails as part of an internal project

Programming Intern

- Tested business logic and algorithm performance in order to verify and improve shipped code for clients
- Key project maintainer of TechEmpower's

Blitz Digital Agency

Santa Monica, CA
Jun 2014 - Aug 2014

Framework Benchmarks project
(<https://github.com/TechEmpower/FrameworkBenchmarks>)

- Worked to improve/update benchmarking of Node.js and Golang frameworks
- Learned about the tradeoffs of performance versus ease of implementation in an open-source setting

Technology Intern

- Paired with senior developers to learn Blitz's new stack at the time: Backbone/Marionette and Django
- Worked with internal tooling to learn process to ship well-designed front-end code
- Primary developer of a Django app for an intern project that was internal to the company

EDUCATION**Loyola Marymount University**

2011 - 2015

Bachelor of Science (B.S.), Computer Science

- Minors in Business Administration and Applied Mathematics
- University Honors Program Member
- Arrupe Scholarship Recipient

AWARDS**Rains Undergraduate Research Fellow**

May 2014

LMU Undergraduate Research

Awarded a research grant which was used as part of the Summer Undergraduate Research Program at Loyola Marymount University. I researched human-computer interaction techniques for determining effective control schemes in mobile real-time strategy games.

CONTACT

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<http://bramanti.me>

<https://github.com/jadengore>