

Brit Gardner

15+ years experience building full-stack web and mobile experiences, tools, large-scale APIs and infrastructure

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EXPERIENCE

Blizzard Entertainment, Austin, TX — Senior Software Engineer II – Battle.net Applications and Web

May 2018 - PRESENT

- Full stack engineering on Battle.net and [Hearthstone](#)
- Built the current [Hearthstone Esports experience](#)
- Architected and built the current [Hearthstone home page](#)
- Lead the effort to build the [Hearthstone API](#)
- Architected and built the official [Card Library](#) and [Deckbuilder](#) – both API driven
- Tools and automation engineering on Hearthstone's asset pipeline and build system

Key Ring — Lead Engineer

May 2010 - Apr 2018

- First engineer and first employee on [Key Ring](#), an early and popular iPhone and Android app
- Lead the effort to scale the infrastructure to support over 10 million active users
- Built the [iPhone app](#)
- Architected and built the API powering millions of users

Figaro Interactive Dallas, TX — Owner

May 2005 - July 2010

- Web application and ecommerce engineering and consulting

EDUCATION

University of Texas, Austin — Mechanic Engineering, B.S.

2001 - 2005.

CORE COMPETENCIES

React, Modern Javascript, HTML5

Modern CSS, SCSS

Node.js, C#, Ruby

iOS

MySQL, Postgres

Memcache, Redis

MongoDB

TECHNOLOGIES & TOOLS

AWS – EBS, EC2, S3, Cloudfront, more

Git, Perforce

Jenkins CI

Docker

Kubernetes

Terraform

Argo CD