

NIKOLAUS BRUNNER

Software Engineer specializing in Frontend Development with 6 years of experience building modern web and desktop applications

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.

📍 Landshut, Germany

🌐 <https://nbr.haus>

✉ nik@nbr.haus

🔗 github.com/nikbrunner

🌐 [linkedin.com/in/nbru](https://www.linkedin.com/in/nbru)

🗣 German (Native) • English (Fluent)



Work Experience

DealerCenter Digital

Software Engineer / Frontend Lead

Landshut, Germany

Sep 2020 - Jan 2026

BikeCenter is an Electron-based point-of-sale application used by hundreds of bike retailers across Germany. 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 & 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

React TypeScript SCSS Storybook TanStack Router TanStack Query TanStack Form Redux GraphQL
Tailwind Electron Node.js

diva-e

Junior Frontend Developer

Munich, Germany

Mar 2020 - Sep 2020

Contributed to a major e-commerce platform and built an internal social platform using React, GraphQL (Apollo), and SCSS. Moved to DealerCenter Digital for an opportunity better aligned with personal goals.

React TypeScript SCSS Node.js

Campudus

Intern

Landshut, Germany

Dec 2019 - Feb 2020

Built a fullstack accessories ordering application from scratch – design, architecture, backend, and frontend – during a 3-month internship at DealerCenter Digital's sister company.

React Node.js

Side Projects

Black Atom Industries *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

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

Hiking, Running, Boulderling, Cooking, Reading, Photography, All forms of Design