

BRANDON FIGARELLA

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☎️ 408-217-3544 📍 Garden Grove, CA

A product-minded Full-Stack Developer specializing in building end-to-end applications grounded in user research. My expertise involves engineering performant UIs with React and Next.js while architecting scalable, data-driven backends in Node.js and Python to deliver high-quality, maintainable code.

EDUCATION

University of California, Santa Cruz Expected June 2026
Bachelor of Arts in Creative Technologies GPA: 3.93

- Dean's Honors (Winter 2025, Spring 2025); Creative Technologies Program Representative

West Valley College May 2023
Associate of Arts in UX and App Design

PROJECTS

WavHaven – Data-Driven Music Marketplace Jan. 2025 – Present

- Spearheaded a UX redesign based on user journey mapping that cut producer upload times by 75% and earned 90% positive user feedback.
- Engineered the complete frontend using Next.js and TypeScript, with Zustand for complex global state management (audio player, cart).
- Developed a scalable serverless backend using a CQRS pattern with Next.js Server Actions and Python Supabase Edge Functions.
- Implemented an AI discovery engine using PostgreSQL with pgvector for high-speed semantic similarity searches on audio embeddings.
- Established a CI/CD pipeline with Vitest for unit tests and Playwright for end-to-end tests to ensure code quality.

Omnidex – Desktop Application for Unreal Engine Asset Management May 2025 – Present

- Architected an efficient asset discovery experience that significantly reduced search time, based on prototypes validated with users.
- Built a highly interactive and customizable multi-pane UI with Vue.js, Pinia, and TypeScript, featuring virtualized scrolling.
- Utilized the Tauri (Rust) backend to perform high-speed local indexing and interact directly with SQLite for robust offline-first capabilities.

Clovercrest – 3D Environment Design Solution Jan. 2023 – May 2023

- Led a foundational user research project that identified key creative bottlenecks, resulting in a 40% improvement in workflow efficiency for 3D artists.
- Conducted in-depth interviews and surveys with over 15 industry professionals to define precise operational challenges and user requirements.
- Developed and delivered a compelling presentation with new workflow documentation and visual aids to prove the impact and drive stakeholder adoption.

SKILLS

Frontend: React, Next.js (App Router), Vue.js, Tailwind CSS, Zustand, Pinia, shadcn/ui
Backend: Node.js, Next.js Server Actions, Python, Rust (Tauri), Supabase, CQRS Pattern
Programming Languages: TypeScript, JavaScript, Python, Rust, SQL, HTML/CSS
UX/UI Design: User Research, Wireframing, Prototyping, User Flows, Design Systems, Figma
Databases & Data: PostgreSQL, SQLite, pgvector, Embedding Generation, AI Similarity Search
Infrastructure Tools: Docker, Git, CI/CD, Vercel, Vitest, Playwright, Stripe, Clerk, PostHog