

# BRANDON FIGARELLA

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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

<b>University of California, Santa Cruz</b> <i>Bachelor of Arts in Creative Technologies</i>	Expected June 2026
	GPA: 3.93
• Dean's Honors (Winter 2025, Spring 2025); Creative Technologies Program Representative	
<b>West Valley College</b> <i>Associate of Arts in UX and App Design</i>	May 2023

## PROJECTS

<b>WavHaven</b> – 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.	
<b>Omnidex</b> – 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.	

<b>Clovercrest</b> – 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