Brendon Roberto

Full-stack developer with 15 years of experience in fintech, enterprise software and games, specializing in backend platforms, third-party integrations and AI agent workflows that ship tested code.

CONTACT INFORMATION

Lakewood, OH
github.com/brebory
linkedin.com/in/brendonroberto

EXPERIENCE

CSI (formerly Apiture), Remote — *July 2023 - Present*

Software Developer - October 2025 - Present

Senior Software Engineer - July 2023 - October 2025 (Apiture, acquired by CSI)

Backend and full-stack development in TypeScript on Node, NestJS and Angular for a digital account opening platform used by banks and credit unions

- Built a CronService that runs each scheduled job exactly once across all servers, plus a reusable batching utility, and moved expiration, purge and reminder jobs to per-institution async processing
- Held back an unbatched purge fix before a code freeze to protect production, then shipped the scalable batched version after the freeze
- Led the DocuSign e-signature integration from proof of concept through design to production, with a vendor-agnostic adapter layer and implementation guides
- Built an event reporting pipeline on AWS SNS/SQS with a billing classifier, enabling usage-based billing for Onfido identity verification
- Delivered CORE error remediation (Phases 1–2, now GA), splitting core record creation from matching and flagging data mismatches on approved applications
- Shipped client features for several regional banks, including a device ID shared across account opening and online banking, configurable document storage mapping and digital signature cards
- Wrote AI agent skills for Oracle setup and RDS migration testing that produce repeatable PR evidence, and use AI agents daily to take tickets from spec to near-complete implementation

Hyland, Westlake, OH / Remote — *January 2015 - July 2023*

Software Developer

Technical team leadership, software architecture, and software development in C# and TypeScript for web applications on .NET and Angular

- Contribute to design, development and documentation for a new application builder product for the OnBase software platform using Angular and .NET.
- Streamline and refactor build scripts to improve build times by up to 30%
- Mentor junior team members via pair programming, code review, and technical discussions
- Develop, document and socialize practices for triaging and fixing findings from static analysis tools to improve software quality and security
- Create specifications for team collaboration on a project to improve the maintainability and evolvability of a legacy codebase using SOLID principles

SKILLS

Programming Languages

- C#
- C++
- JavaScript
- Typescript
- Swift
- Java
- Rust
- Python
- Go
- GDScript

Frameworks & Platforms

- .NET
- Node.js
- Express
- NestJS
- Nx
- Angular
- React
- React Native
- MobX
- iOS
- Android
- Godot 4
- OpenGL / Shaders

Databases

- Microsoft SQL Server
- Oracle
- MongoDB
- AWS DynamoDB

Test Automation

- Selenium
- Vitest
- Jest
- NUnit

and backwards-compatible refactoring techniques
- Lead conversations with key stakeholders including clients, product owners, and directors to clarify requirements and reduce cycle time for delivery
- Implement new encryption options to increase security for OnBase products and integrations
- Onboard a new team by conducting technical interviews and contributing to hiring decisions
- Implemented automated test pipelines in Jenkins, using various testing frameworks (Selenium, NUnit, Jest, Protractor) to improve test reporting

Act None Studios, Remote — *March 2021 - July 2022*

Programmer

Software development for tools, systems, and gameplay in TypeScript on React and React Native for the Eldrum: Red Tide mobile game

- Extended game authoring tools and core game systems in React, adding features to increase speed and efficiency when editing game content
- Established automated testing in Jest for both the game authoring tools and the game engine to help catch regressions early and increase quality
- Implemented new gameplay features and UI for the game and game engine using React Native and MobX

Thinkful, New York, NY / Remote — *October 2013- January 2015*

Curriculum Development Intern - June 2014 - August 2014

Content writing and assessment creation for Thinkful's Swift programming language course

- Wrote course content to teach bootcamp students how to program in the Swift programming language

Front-End Development Mentor - October 2013 - January 2015

Mentorship and guidance for students working on Thinkful's Front-End Development course

- Met with students to review course material, teach programming concepts, and evaluate student's progress

IdeaBase, Kent, OH — *May 2013 - June 2014*

Web Developer - May 2013 - June 2014

Software development and website design in JavaScript and PHP on Wordpress for various client projects

- Design and implement static websites using Wordpress

Kent State University, Kent, OH — *January 2012 - May 2013*

Web Developer

Website maintenance using the Commonspot CMS, software development and website design in C# and .NET for internal web applications

- Develop internal web applications, such as signup forms for student events and internal dashboards using .NET Web Forms

- GUT

Cloud Computing

- AWS EC2
- AWS SNS
- AWS SQS
- AWS Route 53
- AWS EBS
- AWS S3
- AWS RDS

Operating Systems

- Linux (Arch, Ubuntu)
- Windows
- macOS

Concepts & Practices

- TDD
- System Architecture
- Agile / Scrum
- Documentation
- Application Security
- Agentic Development
- AI Agent Workflows
- Agent Skills
- Locally Hosted LLMs
- Infrastructure as Code
- CI/CD
- Distributed Systems
- Event-Driven Architecture
- Code Review
- Mentoring
- Prototyping

Tools

- Git
- GitHub
- GitHub Actions
- Azure
- Bitbucket
- Jenkins
- Docker
- Jira

PROJECTS

Fiber, Snackpack Games — *Independent studio project*

Co-creator & Developer

Game design and development in GDScript on Godot 4 for a co-op action RPG / Metroidvania hybrid (in development)

- Co-designing a fast-paced Metroidvania with deep itemization and character customization, where players choose an "expedition type" with friends to set the pace, from loot-heavy action to slower exploration
- Designed and run an autonomous "software factory": scheduled Claude Code agents pick up unblocked GitHub issues, follow implementation plans, write GUT tests, and open PRs daily
- Built a "wayfinding" pipeline where agents break design maps into grilling questions, prototypes, and research tickets, keeping humans in the loop for design decisions
- Track dependencies with GitHub native sub-issues and auto-merge PRs by risk level, keeping an 80+ ticket backlog moving without manual triage
- Designed the agent pipeline as a reusable template, already adopted by a collaborator on other projects; now evolving it toward vendor-neutral infrastructure as code

EDUCATION

Kent State University, Kent, OH

BS - Visual Communication Design, Minor - Computer Science

VOLUNTEERING

Hy-Tech Club

September 2021 - Present

- Taught courses and camps for Hyland's tech outreach program for students in Northeast Ohio to learn beginner to intermediate programming concepts, including basic programming syntax, web development, databases, and more
- Wrote and revised content for various courses, collaborating with others in the tech outreach program
- Lead students to work on software projects for non-profits, partnered with the Y.O.U. PEEKE Internship Program

- Confluence
- C4 Model
- OpenAPI
- Claude Code
- Codex
- Warp
- Postman
- Bash
- Powershell