

# Brandon Whited

Backend Engineer

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## SUMMARY

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Backend Developer in Go focused on scalable, real-time systems. Built modular Twitch bot libraries and production bots that process chat and events concurrently. I prioritize clean interfaces, event-driven design, and programmatic persistence to deliver maintainable, production-ready systems. Committed to lifelong learning and going the extra mile to facilitate continuous improvement.

## EDUCATION

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2025 Bachelor's Degree (Information Science & Technology) at **Temple University**  
2025 - Current Backend Development Track (Golang) at **Boot.Dev**

## WORK EXPERIENCE

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### Twitch Chat Bot Developer

Jan 2026 - present

- Engineered a Go-based Twitch chatbot backend handling 1k+ concurrent chat users, boosting engagement metrics by 40% across 3 client channels.
- Built a SQLite-backed points and reputation system, tracking thousands of user interactions and rewarding active participation in real-time.
- Implemented interactive minigames with server-side caching, reducing latency and preventing race conditions in high-traffic chat environments.

## PROJECTS

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### Twitch Kit

[github.com/brandonwhited-dev/twitchkit-examples](https://github.com/brandonwhited-dev/twitchkit-examples)

*Go, Docker, EC2, REST, EventSub*

- Developed a modular suite of Go libraries for building Twitch bots and services, enabling rapid deployment across multiple client channels.
- Implemented IRC, REST API wrappers, and EventSub WebSocket handling, supporting real-time chat interactions and Twitch Events.
- Designed clean, developer-friendly APIs with idiomatic Go patterns.

### Owly Chatbot

*C#, .NET, SignalR, MySql, AWS (Lightsail)*

- Re-architected an MVC monolith into microservices, improving maintainability, scalability, and deployment efficiency for a real-time chatbot platform.
- Integrated SignalR to reduce chatbot response latency by 75%, enhancing real-time user experience.
- Led API development, database schema design, and microservice architecture for a 4-developer Agile team, delivering iterative improvements through bi-weekly demos.

## SKILLS

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Languages	Go, C#, Python, SQL, Javascript, HTML/CSS
Frameworks	HTMX, .NET, Tailwind CSS
Databases	SQLite, MySql, PostgreSQL
Dev Tools / Cloud	Git, Github, Linux, Bash, Docker, EC2, S3, Cloudflare