

Brandon Herford

UI Engineer

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PROFILE

I've spent the better part of a decade building software for the people who build infrastructure — real-time Geo-Technical monitoring platforms, and collaboration tools serving hundreds of active construction projects. Civil and utilities tech is where my work has lived, and it's the domain I want to go deeper in. I have production geospatial experience with [Leaflet.js](#), and potree.js I'm actively building with .NET, and JavaScript. I bring a designer's background (BFA, School of the Art Institute of Chicago) alongside engineering rigor — which means I think about how things work and how they feel to use at the same time.

SKILLS

Geospatial

[Leaflet.js](#), potree.js

UI & Design

HTML/CSS, SASS, Figma, Adobe

Tools & DevOps

Git, Vercel, Railway, Docker

Languages

JavaScript, Python, C#

Data & APIs

GraphQL, REST, Hasura

Accessibility

WCAG 2.1 AA

Frameworks

.NET Core (primary), Flask

Testing

Playwright (E2E), unit testing

AI Tools

Claude Code, Cursor

EXPERIENCE

UI Engineer — GEO-Instruments *Sep 2024 – Present*

- Building geospatial and data visualization interfaces for a construction monitoring platform serving 200+ active infrastructure projects across the US.
- Mentoring one developer: scoping features, conducting code reviews, and guiding technical growth.
- Own the full UI lifecycle across sensor data, graph visualization, planview mapping, and report management modules.
- Designing technical requirements and interface specifications for a new project management feature, from initial scoping through implementation.
- Leveraging AI coding tools (Claude Code) in a sandbox to accelerate feature delivery and prototype new approaches.

Founder & Consultant — Bran Co Web Development *Apr 2024 – Present*

- Independent practice spanning JavaScript, Python, and system administration — autonomous from day one by necessity.
- Clients include [impacttoolsupply.com](#) and [askri.org](#); conducted WCAG 2.1 AA accessibility audit for [AskRI.org](#).

Front End Software Developer — Suffolk Construction *Nov 2021 – Sep 2023*

- Built complex B2B construction planning and collaboration software in JavaScript and Express.js, deployed across 30 active US projects.
- Owned the full UI lifecycle — design, architecture, implementation, and testing — for a scheduling and collaboration tool used by project teams nationwide - later acquired by Procore.
- Integrated the Bryntum Gantt chart library with JavaScript and Hasura GraphQL for complex, interactive schedule visualization.
- Wrote comprehensive Playwright end-to-end test coverage across the full feature set.

Front End Developer — GEO-Instruments *Jan 2019 – Nov 2021*

- Developed user interface around [Leaflet.js](#) and plotly.js for interactive project mapping and field data management across 120+ active construction monitoring projects.
- Built data visualization and UI components in JavaScript and .NET Core — real-time sensor data, graphs, and reporting interfaces for infrastructure monitoring.
- Designed and developed application features end-to-end in JavaScript, Python 3, and HTML/CSS, collaborating directly with stakeholders.
- Created an email reports management interface in Python 3 and Flask.
- Managed agile development process for a cross-functional team using Jira, Git, and GitLab.

EDUCATION

BFA, Art & Technology — School of the Art Institute of Chicago *2013*

Physical computing, networked objects, interactive systems — disciplines at the intersection of design, engineering, and emerging technology.

Software Engineering — Launch School *Jan 2025 – Present*

Structured curriculum in computer science fundamentals, data structures, and algorithms (Python track).