

Braydon Hall

Senior Software Engineer

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Profiles

nobrayner

Braydon Hall

Skills

Technologies

NextJS, React, XState, Tailwind CSS, CSS, SCSS, HTML, NodeJS, Vitest

Languages

JavaScript, TypeScript, Rust, SQL

Other

UI/UX Design, Agile, CI/CD, Git, GitHub, Postgres, MSSQL

Interests

Game Development, Trading Card Games, Reading, Rust Lang

References

Contact information for references available on request

Summary

I have a relaxed and open approach to new technologies and take pride in my ability to adapt and work with teams using their established processes and environments. I approach software with great care, pushing for the best possible result for users where I can, and aiming to learn from others when my ideas have flaws.

Experience

Elestrals

October 2023 - Present

Senior Software Engineer

Remote

- Implement designs for various website initiatives in NextJS, Tailwind CSS, and React
- Leading initiatives for internal tooling to bridge between departments
- Managed server health for a mobile game application

Next Chapter Studio

June 2022 - Present

Senior Software Engineer

Remote

PATTech - Power insetting platform backed by Web3 attestation

- Lead design and impletmentation of systems for interacting with tokens/attestation on the blockchain, hosted on Azure
- Worked closely with the designer to implement the frontend UI/UX using NextJS, React, and Tailwind

Evolve Rentals - Car rental site

- Managed the production application, responding to bug fixes and iterative improvements
- Integration of third party API Thermeom Cars+ for bookings and Stripe checkout for payments
- Developed the responsive mobile experience using Typescript, NextJS, and React

Project Tempus - Web3 stake-to-view comic book platform

- Led the development for the full website build using NextJS, XState, and React, hosted on Vercel
- Implemented an advanced minting flow that allowing payment via Fiat (Stripe) and standard crypto transactions
- Built an in-browser comic book reader utilising Verge3D
- Developed a custom implementation of Futureverse's FuturePass authentication system

Xeenon - Web3 Creator platform for live and uploaded video content

- Evolved the original monolithic application to an event-driven architecture using Apache Kafka, addressing the increasingly distributed requirements of the platform
- Led development on a stable, scalable, and accurate payment processing system using the Arbitrum Network - capable of handling up to 2 million transactions per 10 minutes
- Developed an accounting system for pay-per-minute viewing of live streams
- Carefully selected new programming languages based on their strengths:
 - Elixir for its stability and recovery capabilities for blockchain interactions
 - Kotlin for the Kafka Streams API libraries
 - TypeScript for its wide-spread use, and team familiarity
- Implemented the web UI/UX using NextJS, Xstate, and React

Actively encouraged learning for colleagues through mentoring and hosting weekly Tech Talks.

Next Chapter Studio

March 2021 - May 2022

Software Engineer

Remote

- Expedited on-boarding of multiple client development teams by providing expertise and direction
- Reduced application complexity by amending development process to focus on state-first design
- Provided instruction and guidance to Apprentice/Other Engineers
- Increased team collaboration by starting a common practice of pair/mob programming

Accent Software

April 2017 - February 2021

L1 & L2 Support Technician

Remote Hybrid

- Increased productivity and reduced errors with effective training of enterprise clients
- Reduced incoming support tickets with easy to understand written documentation
- Improved communication between support staff and product managers by creating a process
- Decreased delivery time of internal IT infrastructure tasks by volunteering help

Accent Software

July 2019 - August 2020

QA Automation Engineer

Remote Hybrid

Started to transition into a development role, before voluntarily returning to support fulltime due to increased customer support needs

- Increased maintainability of large E2E test suite by creating a custom framework around Selenium
- Increased productivity of other QA Engineers by specifying all interactions via a "Control Object Model" system
- Stabilized test suite, reducing run-over-run failure rate by 55%

Projects

Elestrals TCG Digital Client

Building out a fully automated Elestrals TCG digital client using Rust and Bevy

- Data modelling the game state and cards
- Custom TCP server to handle connections to a game
- Custom client using Bevy ECS game engine
- A TUI (Terminal UI) application to help debug and develop the engine