

# Braydon Hall

Staff Software Engineer

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## Profiles

### GitHub

[nobrayner](#)

### LinkedIn

[Braydon Hall](#)

## Skills

### Core Competencies

Distributed Systems, Event-Driven Architecture, Real Time, Authorization (RBAC/ABAC), High-Throughput, State-Driven Applications

### Backend

Go, TypeScript, SQL, Kotlin, Elixir, NATS, Kafka

### Frontend

NextJS/React, Hypermedia/Datastar, Tailwind, CSS

### Infra & Integrations

AWS, Stripe, Shopify, Auth0, CI/CD, GitHub

## Interests

Optimized Software, Game Development, Home Servers, Trading Card Games

## References

*Contact information for references available on request*

## Summary

Staff engineer who'd rather build the boring, fast thing than the clever system. I design event-driven platforms and internal tooling that people actually use, and systems that aim to suck the least at 3am when you've just been woken up by the pager. I report to CTOs and execs, own technical direction end-to-end, and care the most about software that stays out of the way and just works.

## Experience

### Elestrals

Staff Software Engineer

Remote

October 2023 - Present

- Led architectural redesign and rebuild of the Play! Elestrals platform, replacing a third-party provider and achieving up to 4x performance improvements and 87% reduction in app size by leveraging Go with NATS for real-time event-driven communication and Datastar for hypermedia-driven interfaces
- Architected and delivered a broader multi-application ecosystem including player-facing platforms, partner portals, and internal operational tooling - supporting ~2100 MAU, 500+ active competitive players monthly, 200+ organized events per month, and 300+ stores
- Integrated Stripe and Stripe Connect to enable marketplace-style payment flows between players and stores, alongside other third-party integrations including Shopify for player reward and support systems
- Implemented RBAC and ABAC authorization models governing capabilities of stores, players, and internal teams - supporting 70+ staff/playtesters and 20+ contributing artists
- Designed and delivered internal operational and automation tooling - account management, asset systems, data synchronization, content tooling - reducing manual processes from hours per week to minutes
- Served as sole technical lead reporting directly to the CTO, owning end-to-end architecture, implementation, and operational delivery across the platform ecosystem. Currently managing a direct report and overseeing ongoing platform development

### Next Chapter Studio

SWE -> Senior SWE

Remote

March 2021 - July 2024

- Xeenon - Web3 Creator platform for live and uploaded video content
  - Re-architected existing monolith to a new event-driven distributed system utilizing Apache Kafka
  - Designed and implemented a high-throughput (~3300 tps) payment pipeline on top of an L2 blockchain
  - Created real-time billing/accounting for pay-per-minute video streaming
  - Utilized the unique strengths of various languages to address core system requirements (Kotlin, Elixir, TypeScript)
- Led full-stack development of multiple production web platforms across web3, fintech, and rental domains: designing auth flows, payment integrations - Stripe and crypto - and translating complex business processes into reliable systems
- Actively encouraged learning for colleagues through mentoring and hosting weekly "Tech Talks" and pair/mob programming

### Accent Software

QA Automation Engineer

Remote Hybrid

July 2019 - August 2020

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

### Accent Software

L1 & L2 Support Technician

Remote Hybrid

April 2017 - February 2021