

Nathan Brown

System Architect

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Summary

System Architect with a history in work flow, data flow, software architecture, live operations, DevOps, back-end programming, mentoring, and coaching.

Approaches problems from a 'customer experience first' approach, designing and executing pragmatic changes that influence the organization as a whole.

Enjoys collaborating with coworkers of all seniority and disciplines to help advance individual growth, ability, and customer experience.

Work Experience

System Architect

2026 - 2026

Alix, Inc. (Consultant)

- Reported to CTO and collaborated with Product staff and Engineers to prepare Alix for Series B funding
- Saved \$300,000+ annually by scoping and framing agentic development and implementations

Skills: Software Architecture, Product Management, Product Road Mapping

Senior Member of Technical Staff

2024 - 2025

Oracle

- Organized and lead a code coverage bash, coordinating a team of more than 10 engineers to increase unit test code coverage from less than 60% to over 96%
- Increased published metrics 10x to support 3 new Grafana dashboards detailing important statistics of a microservice
- Implemented OpenSearch aggregations to summarize action items in a workflow
- Managed and maintained developer environment setup for 2 converging VPNs, greatly increasing legacy developer efficiency

Technology: Java, Micronaut, Jenkins, Docker, Oracle Cloud Infrastructure, Kubernetes, Maven, OS X, Linux, Git, OpenSearch

Senior Infrastructure Engineer

2024 - 2024

Unvale.io (Consultant)

- Optimized database and models improving site performance and reliability

Technology: Typescript, Node.js, PostgreSQL, AWS

Senior Software Engineer

2015 - 2024

Microsoft / Blizzard Entertainment

- Managed two internships from screening to extending an offer, to the interns' main point of contact and guide, to fully onboarding when hired as a regular employee
- Learned Puppet, Hiera, Terraform, r10k, and Hiera-Eyaml as part of a multi-stage process to migrate 5+ products from a deprecated and insecure hosting and pipeline solution, to the more modern solution
- Co-championed cross-architecture build pipelines, both to support flexible deployment strategies, and local development environments
- Added Docker and Docker Compose support and documentation for local development and production deployment to 5+ enterprise and public products, reducing project creation, onboarding, and cross-project context switching time by an average of 80%
- Assumed ownership of and acted as a subject matter expert (SME) for an existing, in-house, content management system, serving 100s of legal documents to 20+ unique surfaces in up to 16 languages worldwide
- Took ownership of, and consulted as the SME of a batch processing system, supporting the launches of 14 individual titles over a 7 year period

- Onboarded 16 new team members spread across 3 disciplines over a period of 7 years to a portfolio of 10+ projects
- Represented Blizzard at the 2019 BlizzCon convention as a Codecraft Panelist, responding to engineering questions from the crowd, as 1 of 5 panelists from different teams within Blizzard
- Represented Blizzard in both Blizzard Developer Forums and a community run Blizzard API Developer Discord server for 6 years
- Migrated outsourced Public Developer Portal in-house, using a bespoke project to render the documents, including monthly data updates from stakeholders, with zero downtime
- Planned, coordinated, and led team building events for 10+ people on a monthly basis for ~4 years
- Profiled and optimized APIs with 1,000s of permutations, In preparation for 15 million new hits per month, including a peak of over 14,000 hits per second, increasing responsiveness by 280,000%
- Added industry-standard observability and performance tracking for 10+ unique services by drafting architecture and deployment changes, requiring zero code changes and zero downtime

Technologies: Java, Spring, Spring Boot, Spring Data, Spring Batch, Spring Cloud Config, Maven, Oracle, OpenStack, AWS, ArgoCD, Jenkins, Groovy, Node.js, Docker, Docker Compose, Docker Build, CMS, Contentstack, TridionSDL, Puppet, Hiera, Hiera-Eyaml, r10k, Terraform, Git, Windows, OSX, Linux

Senior Software Engineer

2015 - 2015

Red5

- Implemented resiliency measure for 2 Firefall MMO game services
- Developed a load testing framework for Firefall MMO game services

Technologies: Git, Windows, Linux, Ruby

Senior Software Engineer

2014 - 2015

Envoy

- Architected and co-authored continuous data import services to back a multimedia smart remote for Envoy's client, Vizio

Technologies: Python, Django, Redis, Postgresql, Java, MongoDB, Git, OSX, Linux

Senior Software Engineer

2013 - 2014

Channel Factory

- Implemented a continuous data import service to collect and process millions of records daily to provide 5+ desired statistics for all clients of the AdTech platform

Technologies: Python, Django, Redis, Postgresql, Heroku, VirtualBox, Git, Windows, Linux

Education

DeVry University

Computer Information Systems

Skills

Java, Spring, Micronaut

10

From monolith to microservice app experience; from greenfield to legacy support

Linux

10

Varying flavors and distributions, predating professional career, both for desktop and server uses, on amd64, x86_64, and arm64v8 architecture

Docker, Docker Compose

8

Both for local development and for containerizing deployments

Jenkins, Groovy

6

Setting up, maintaining, and iterating on deployment pipelines

Oracle Cloud Infrastructure, AWS, Openstack

5

Combined a mix of bespoke and industry-standard tools to manage several environments of deployments of applications

Python

5

Both backend service and local scripting