

BRANDON STEVISON

Principal Systems Architect · Analytics & Data Engineering

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SUMMARY

Engineer with 15 years turning high-volume telemetry, simulation, and user-behavior data into decisions — from 1,000 Hz sensor streams on live test ranges to SQL cohort analysis in BigQuery on a shipped consumer game. M.S. in Operations Research. Builds analytics products end to end, solo: data model and pipelines through interactive dashboards, production deployment, incident response, and the follow-up analysis. Currently the senior technical leader at a defense technology company, reporting to the CEO; independently designed, built, and operate a full-stack film & TV tracking platform with region-aware streaming-availability data.

SKILLS

Analytics & data: Python (NumPy, Pandas, scikit-learn), SQL (PostgreSQL, BigQuery), MATLAB, statistical analysis & design of experiments, Firebase Analytics event design

Visualization: Plotly Dash interactive dashboards, Plotly, canvas/SVG rendering

Engineering: FastAPI, SQLAlchemy 2.0 (async), Alembic, React, Flutter/Flame, Docker Compose, Caddy, DigitalOcean, Capacitor

Product & process: Stakeholder management (exec through IC), Agile/Scrum, Jira/Confluence, paid user acquisition (Google Ads); active Top Secret clearance

EXPERIENCE

DICE Defense — Principal Systems Architect

Nov 2024 – Present · Orlando, FL

- Senior technical leader at a defense technology startup; lead a systems engineering team of two and report directly to the President/CEO, translating executive and customer priorities into technical direction and back into decision-ready analysis.
- Deliver quick-turn analysis of high-rate instrumentation data — RTI DDS message streams and 100–1,000 Hz sensor/countermeasure logs — to drive same-day field-test decisions and post-event performance evaluation.
- Design and build Plotly Dash analytics dashboards for pre-event algorithm evaluation, including covariance-intersection sensor-fusion studies with Jacobian covariance propagation and Mahalanobis-distance gating.
- Architect executable system models with a fully scripted (Groovy) model-construction pipeline, producing repeatable, review-ready system baselines across programs.
- Facility Security Officer: own and maintain the company's facility clearance (SECRET, non-possessing).

Lockheed Martin — Systems Engineer Staff

May 2018 – Nov 2024 · Orlando, FL

- Mission Planning SME for an EMD-phase MFC development program; authored and governed the ICD for mission-planning components and data-provider contracts; managed system requirements from early engineering phases to FQT readiness.
- Owned the MATLAB toolchain for test-data generation and automated test execution.
- MAPS program: developed configuration-based, customer-controlled parameter insertion for two CSCIs; ran full-system regression testing with live hardware in a dynamic embedded lab (Linux, RTI DDS messaging, threat injection).

Raytheon — Senior Systems Engineer

Jul 2016 – May 2018 · St. Petersburg, FL

- Designed experiments, simulations, and analyses to quantify radar performance impacts of tracker-level design changes for the CEC Airborne segment (E-2D / APY-9), steering design decisions with measured deltas.
- Implemented model-based verification linking Simulink and Rhapsody with offline simulation of the CEC codebase; Scrum master for the airborne systems Agile team.

Modern Technology Solutions, Inc. — Analyst III

Sep 2013 – Jun 2016 · Huntsville, AL

- Built Python and MATLAB pipelines to extract, clean, and join data from heterogeneous HWIL sources (RCS, threat trajectory, and MARS databases).
- Anchored SABER radar detection, acquisition, and tracking timelines and track accuracies against MDA ground-test measurements; authored the VV&A plan that secured funding for expanded intended use.

MIT Lincoln Laboratory (via Digital Prospectors) — Analyst, Group 35

Mar 2013 – Sep 2013 · Huntsville, AL

- Extracted, cleaned, and reported radar performance data from proprietary binary outputs and MDA Access/SQL databases; built threat-space datasets beyond ground-test coverage to exercise full radar and interceptor performance envelopes.

Earlier roles: Vision Centric — pre-mission radar-coverage and effectiveness analysis for ground-test certification (2011–2013) · Miltec Missiles & Space — IR scene simulation, engineering intern (2007–2010)

INDEPENDENT PRODUCT WORK

ToBeWatched — Founder & sole engineer · tobewatched.com

May 2026 – Present

- Designed, built, and operate a full-stack film & TV watchlist and social platform (a Letterboxd alternative): Python/FastAPI + async SQLAlchemy + PostgreSQL backend, React frontend, Capacitor Android app — first commit to production in 6 weeks; 75+ REST endpoints, ~20 zero-data-loss schema migrations.
- Cut large-list load time from ~7 s to ~1 s perceived (~0.18 s warm) on 2,000–5,000-item lists via deferred ORM hydration, per-region provider caching, proxy compression, and progressive loading — after benchmarking exposed a first approach that pushed 190 MB of JSONB parsing into Postgres.
- Built region-aware streaming availability (“where to watch” computed against each viewer's country and subscribed services, TTL-cached per region) and an idempotent, self-repairing Letterboxd import as a deliberate user-acquisition feature.
- Integrated five external APIs (TMDB, MDList, OMDb, Patreon OAuth, Resend) with production failure handling: circuit breakers that distinguish “answered empty” from “provider down,” quota budgeting, and token rotation.
- Diagnosed and resolved a first-traffic production incident (retry storms and connection-pool starvation triggered by 2,000-film imports) in one pass: deduplicated background refreshes, circuit-breaker insertion, and pool tuning.

Chain The Rainbow — Solo developer · live on Google Play, iOS in TestFlight

June 2026 – Present

- Shipped a cross-platform arcade puzzle game (Flutter/Flame/Firebase) solo through seven production releases (v1.0.0–v1.1.0); owned design, engineering, store presence, ad creatives, paid UA, and analytics. [10000+ installs · 4.0+★ · 25+ rating/reviews]
- Designed a compact custom analytics event taxonomy — engagement depth, onboarding drop-off, rewarded-ad funnel, viral sharing — built backwards from paid-UA questions, with Firebase-to-BigQuery export for SQL-level cohort, retention, and funnel analysis.
- Iteratively tuned in-app review-prompt timing from player-behavior data: per-mode-family round thresholds, celebratory-moment gating, and a measurable soft-ask layer in front of the intentionally opaque native review API — replacing a naive trigger that hit players mid-onboarding.
- Built predictive gating for a rewarded-ad “rescue” offer (shown only when a boost would plausibly change the outcome) and instrumented the full offer → watch / decline conversion funnel.
- Ran paid user acquisition on Google Ads; used install-geo analysis (~80% of installs concentrating in South Asia at low CPI) to shape a follow-up Tier-1 market campaign.

EDUCATION

University of Alabama in Huntsville — M.S. Operations Research (2016) · B.S. Mathematics, Astrophysics minor (2010)