
Brian Wight

Engineering Leader & AI Systems Architect | Scalable Platforms • Automation • Machine Learning

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SUMMARY

I specialize in transformation — rebuilding systems, cultures, processes, and assumptions that slow companies down. Whether it's architecture, culture, or data, I don't patch things — I redesign them. Over 17 years I've rebuilt entire platforms, automated what others handled manually, and turned reactive teams into self-driven systems. I thrive in the unknown — where the playbook breaks and a new one needs to be written.

EXPERIENCE

Advison Development | Austin, TX | Costa Rica — 2008-Present

Parent company for in-house products OddsTrader, SportsbookReview, and BookmakersReview.

Built and scaled a multi-product SaaS ecosystem serving over 500K monthly active users. Repeatedly transformed both systems and culture — modernizing legacy infrastructure, rebuilding data and attribution pipelines, and turning founder-driven operations into accountable, data-led teams.

Head of Product & Engineering (2024–Present)

Promoted to lead Product and Engineering during a revenue downturn as the U.S. affiliate market contracted and AI disrupted search. Rebuilt the leadership team, unified eight departments, and led a full pivot across OddsTrader and BookmakersReview.

- Converted OddsTrader from an affiliate business to a SaaS subscription platform, redesigning its architecture, pricing, and data systems for recurring revenue.
- Overhauled BookmakersReview's content operations by developing an AI-driven publishing pipeline that automated research, writing, and verification.
- Launched a dedicated Innovation Team to accelerate experimentation and growth in emerging search opportunities.
- Improved delivery speed 3× and reduced manual editorial work 90%, restoring revenue growth.

VP of Engineering (2018–2023)

Took over engineering leadership during a critical inflection point: with the legalization of U.S. sports betting, the company prepared to sell its only revenue source — SportsbookReview (SBR). Tasked with rapidly replacing that income stream, I led the development and launch of OddsTrader in 2019 and later architected the rebuild of BookmakersReview (BMR) into its successor platform post-sale.

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- Built and launched OddsTrader from concept to production in under 12 months — a real-time sports data and odds platform designed to replace SBR's revenue and establish a scalable SaaS foundation.
 - Directed technical due diligence and platform preparation for the SBR sale and a smooth transition to new ownership.
 - Launched BMR as the next-generation content and affiliate platform, modernizing its infrastructure, data pipelines, and publishing systems.
 - Established modern engineering practices including CI/CD automation, containerized microservices, and unified observability across all backend systems.

Principal Software Engineer (2015–2018)

Re-architected the company's core systems from unstable on-premise servers to a resilient cloud platform. The new odds importer and CMS infrastructure not only ended costly game-day outages but also became the backbone for every product built since — from SBR Odds to OddsTrader and BMR Odds.

- Re-architected the core odds importer into distributed microservices on AWS using Rails, Kafka, and PostgreSQL, scaling ingestion from thousands to millions of updates per day with sub-second latency.
- Simplified and refactored the legacy CMS infrastructure to stabilize performance.
- Implemented fault-tolerant data pipelines and autoscaling clusters, enabling continuous operation through high-traffic surges.
- Established monitoring and alerting systems with InfluxDB and Grafana, giving real-time visibility into importer throughput, feed health, and latency metrics.

The system achieved 99.99% uptime across peak sports seasons, fully eliminating the pre-event outages that had previously crippled operations.

Full-Stack Software Engineer (2008–2014)

Built and maintained the flagship SportsbookReview.com platform, developing the original odds engine that eventually powered all of our in-house odds products.

TECHNICAL ACHIEVEMENTS

Architected and built the technical foundation for three generations of betting platforms — evolving from the original SBR Odds stack into OddsTrader (a SaaS sports betting platform) and finally BookmakersReview (the next-gen AI content and affiliate CMS).

Key Milestones:

- Built the original Odds Engine for SBR Odds, integrating 50+ APIs and serving millions of daily requests.
- Re-architected the stack for OddsTrader, introducing real-time microservices, RAG-powered AI chatbots, and a subscription-based model that reached 500K MAU.
- Overhauled BookmakersReview into a modern AI-powered CMS, enabling 90% faster publishing cycles.

Core Systems Developed:

- Multi-iteration odds aggregation engine (C# → NServiceBus → Rails) scaling from 10K → 50M updates/day.
- AI Content Automation: Airtable + n8n + GPT-4 + Firebase workflow reducing human editorial time by 90%.
- RAG Chatbot & Predictions: Real-time FastAPI service integrating pgvector, HuggingFace, and OpenAI GPT-4 for natural-language betting insights.
- Infrastructure Scaling: Deployed containerized microservices across AWS and GCP, with monitoring via Grafana/InfluxDB and fully automated deployments using Terraform.

PERSONAL PROJECTS

NFL Prediction Model (2024–Present)

Created an NFL play-prediction model combining large-scale data engineering, ML, and distributed cloud infrastructure.

- Architected cloud-native ETL pipeline using Apache Beam, Google Dataflow, and BigQuery capable of ingesting years of NFL data in under 10 minutes from SportRadar API, with real-time processing via FastAPI and Google Cloud Run.
- Designed and implemented graph neural network architecture using PyTorch Geometric and NetworkX that can predict the outcome of individual plays with 85% accuracy.

TECHNOLOGIES & TOOLS

Programming Languages: Python, JavaScript/TypeScript, C#, PHP, Ruby, Dart, SQL, XML

AI/ML Frameworks: PyTorch, PyTorch Geometric, Scikit-learn, HuggingFace, OpenAI GPT-4, Claude, LangChain, LlamaIndex, NeMo Guardrails, DALL-E 3, NumPy, Pandas, NetworkX

Cloud Platforms: AWS (EC2, SQS, CloudWatch, ELB, ECS), Google Cloud (BigQuery, Cloud Functions, Cloud Run, Dataflow, Cloud Build, Cloud Storage, IAM, Secret Manager, Artifact Registry)

Frontend: React, Next.js, React Native, Flutter, TypeScript, Tailwind CSS, shadcn/ui

Backend: Node.js, FastAPI, Express, Ruby on Rails, GraphQL

Databases: PostgreSQL, MySQL, Redis, Elasticsearch, Cassandra, InfluxDB, Firebase Firestore, pgvector, Microsoft SQL Server

Message Queues: Apache Kafka, NServiceBus, Resque

Data Engineering: Apache Beam, BigQuery, Terraform, ETL pipelines, Pydantic, SportRadar API

Monitoring & Observability: Grafana, InfluxDB, Telegraf

Development Tools: Git, GitHub Actions, Jest, Vitest, Docker, n8n, Airtable, npm, Zod, SQLAlchemy