BRANDON QUINTANA

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SUMMARY

Staff-level product and frontend engineer with repeated early-stage experience building complex products from 0 to 1. First engineering hire at Aerodome and Effodio, member of the founding team at Noteable, and one of the first few hires at Tuul. Helped build Aerodome from its earliest stages through acquisition by Flock Safety 17 months after joining, then progressed from Senior to Staff Engineer at Flock. Deep experience in React, TypeScript, Next.js, GraphQL, WebRTC, real-time systems, mapping, product architecture, and cross-functional technical leadership.

CORE STRENGTHS

Product engineering: 0-to-1 product development, early-stage ownership, founder collaboration, product/design partnership, user-informed iteration

Frontend architecture: React, TypeScript, Next.js, GraphQL, Redux/RxJS, component systems, state/data layers, performance, design systems

Real-time systems: WebRTC, Media over QUIC (MoQ), WebSockets, SSE, GraphQL subscriptions, live video, telemetry, mapping, operational interfaces

Systems scope: gRPC services, API gateways, BFF layers, microservices, service contracts, CI/CD, testing, developer experience

EXPERIENCE

FLOCK SAFETY | Mar 2025 - Present
Staff Software Engineer

- Lead frontend technical direction and architecture across multiple product teams supporting Flock's real-time public safety platform.
- Architect core product systems using React, TypeScript, Next.js, and GraphQL, with emphasis on scalable application architecture, data management, performance, and developer experience.
- Design real-time data and media architectures using GraphQL subscriptions, WebSockets, SSE, WebRTC, and Media over QUIC (MoQ) for live telemetry, messaging, and low-latency video workflows.
- Work across frontend, backend, and infrastructure teams on distributed systems and microservice architecture, helping shape gRPC services, API gateways, BFF layers, service contracts, and client-facing data flows.
- Partner with product, design, engineering leadership, and teams across the organization to define technical strategy and deliver complex capabilities spanning multiple products and services.

FLOCK SAFETY | Oct 2024 - Mar 2025
Senior Software Engineer

Joined Flock Safety through the acquisition of Aerodome and continued scaling and integrating the Aerodome product within Flock's broader public safety platform.

- Built and shipped real-time product experiences using React, TypeScript, Next.js, GraphQL, WebRTC, and mapping technologies for live video, telemetry, and drone operations.
- Helped evolve Aerodome from a standalone startup product into Flock's engineering ecosystem, integrating systems while continuing to deliver customer-facing capabilities.
- Introduced and advanced GraphQL and deck.gl patterns as the product matured within Flock, improving data access, mapping workflows, and frontend architecture for complex operational interfaces.
- Improved frontend reliability and developer experience through automated testing, Storybook, Playwright, CI/CD workflows, and stronger engineering practices.

BRANDON QUINTANA CONSULTING LLC | Mar 2005 - Present
Technical Consultant

Independent technical consulting practice supporting startups, agencies, and established companies on product development, frontend engineering, architecture, and digital experiences.

- Contributed to projects for organizations including Google, YouTube, Airbnb, Intuit, American Express, Stanford, Universal, Sephora, AT&T, TiVo, HP, Wells Fargo, Yahoo, and others.
- Provided hands-on engineering, technical architecture, distributed-team leadership, and product execution across web applications, marketing platforms, and production software.

EXPERIENCE CONTINUED

AERODOME (ACQUIRED BY FLOCK SAFETY) | Jun 2023 - Oct 2024
Senior Software Engineer
First engineering hire at Aerodome, helping build the product and engineering foundation from the ground up through acquisition by Flock Safety 17 months after joining.

- Built the core drone operations product using React, TypeScript, Next.js, WebRTC, real-time telemetry, and mapping; GraphQL and deck.gl were introduced later at Flock.
- Architected operational interfaces combining live video, telemetry, mapping, device state, alerts, and mission controls into production workflows for public safety teams.
- Owned major features end-to-end, from product and technical decisions through implementation, production, and iteration with users.
- Worked directly with founders, product, design, and backend engineering to shape product direction, frontend architecture, and engineering practices as the company grew.

EFFODIO | May 2022 - Mar 2023
Staff Software Engineer
First engineering hire responsible for establishing Effodio's frontend architecture and engineering foundation from the ground up.

- Architected the product using Next.js, React, GraphQL, Material UI, Emotion, and reusable component patterns across server- and client-rendered workflows.
- Built the development platform around a Turbo monorepo, shared packages, automated testing with Jest, Storybook/Chromatic and Playwright, and CI/CD with GitHub Actions and Vercel.
- Improved developer experience, build performance, and release confidence through tooling, workflow, and engineering-standard improvements.

NOTEABLE | Mar 2021 - May 2022
Staff Software Engineer
Member of the founding team helping build and scale a collaborative data platform centered on Jupyter notebook workflows.

- Architected and built core product experiences using Next.js, React, Redux, RxJS, and Storybook, partnering with product and design from early concepts through production.
- Built real-time collaborative and interactive features with WebSockets and RxJS, managing complex application state and asynchronous data flows.
- Worked closely with Python backend and platform engineers to deliver end-to-end features and resolve performance and architecture bottlenecks as the application grew.

HEALTHLINE MEDIA | Jun 2019 - Mar 2021
Senior Software Engineer
Senior Software Engineer on Healthline Media's large-scale consumer health platforms, including Healthline, Medical News Today, and Greatist.

- Built and optimized product experiences using Next.js, React, and Emotion across heavily trafficked consumer health properties where performance and reliability directly affected large user audiences.
- Partnered with product, design, and QA to develop features, improve shared platform capabilities, and strengthen application reliability through frontend optimization, caching, testing, and automation.
- Led developer-experience and tooling improvements that made development and delivery more efficient across the team; Healthline Media was acquired by Red Ventures during tenure.

TUUL | Nov 2014 - May 2015
Director of Engineering
Joined as one of the company's first few hires, helping build the product, engineering team, and technical foundation during its early stages.

- Led frontend engineering across onshore and offshore teams, remaining hands-on while managing technical direction, delivery, and team practices.
- Architected the initial frontend platform and established workflows for code review, testing, documentation, development standards, and distributed engineering collaboration.

SELECTED TECHNOLOGIES

React, TypeScript, Next.js, GraphQL, Redux, RxJS, Node.js, WebRTC, Media over QUIC, WebSockets, SSE, deck.gl, Mapbox, gRPC, API gateways, BFF layers, microservices, Storybook, Playwright, Jest, Vitest, GitHub Actions, Vercel, Turbo, pnpm, Material UI, Emotion