Scott Barclay

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SUMMARY

Self-taught software engineer who came up through a sports trading desk and now ships products end to end. Founder and sole developer of Prava, an AI faith journal for iOS: product, backend, client, payments, and AI pipeline, live on the App Store. Before that, revenue systems for a ticket brokerage and trading tools for a sportsbook. Strong in TypeScript and Python. Looking to bring solo-operator discipline to a team.

EXPERIENCE

Founder & Sole Developer · Faith Platforms Inc. (Prava) 2025–Present · Las Vegas, NV

Designed, built, and shipped Prava, an AI-powered prayer and Scripture app for iOS, as sole engineer and product owner.

- Shipped the full product solo: Next.js/TypeScript in a Capacitor shell, Neon Postgres via Prisma, Cloudflare R2, RevenueCat subscriptions, PostHog analytics, and the App Store release cycle end to end.
- Built the AI feature set on Anthropic Claude with Whisper transcription and GPT-4o as automatic failover: thirteen grounded surfaces reading versioned system prompts from Postgres, each with a byte-identical in-code fallback bound by snapshot tests.
- Cut AI serving costs in three shipped waves: waste elimination, routing five surfaces to a smaller model, and prompt caching, with per-request token and cache telemetry to verify every win.
- Built a voice prayer pipeline (browser recording to R2 to Whisper to Claude) shipped free to all users.
- Enforced content and licensing rules in CI: twenty chained scanners guarding schema invariants, Scripture rights lanes across seven Bible translations, and the rule that AI never alters the Church's fixed texts.
- Built the internal operation alongside the product: eleven admin tools including an analytics dashboard, content authoring surfaces, a prompt versioning lab with history and diffs, and a personalization simulator for testing the matching algorithm against constructed user profiles.

Full-Stack Developer · Etainement (ticket brokerage) 2022–2026 (part-time from 2025) · Dallas, TX, then remote

- Built the dynamic pricing portal brokers used to analyze inventory against the live market and reprice at scale.
- Recreated interactive venue maps so brokers could draw targeting rules (which seats to buy, at what price, under what conditions) directly onto the map.
- Wrote the Chrome extension that injected those rules into third-party marketplaces, overriding native page rendering to overlay broker targeting on live listings and syncing state with the pricing portal.
- Owned features end to end, design through deploy, iterating directly with brokers.

Developer Analyst (promoted from Trader) · William Hill / Caesars 2018–2022 · Las Vegas, NV

- Set live in-game betting lines; taught myself to code on the trading floor and was promoted to build the tools the desk was missing.
- Built a live odds display streaming roughly fifty competitor sportsbooks' prices to traders over Socket.io from a BigQuery pipeline, updating every five seconds with market movement coloring.
- Built an arbitrage detector flagging exploitable price gaps against competitors before bettors could take them, and a scheduling system assigning traders to every offered game from BetRadar and BetGenius feeds.
- Built customer and pricing models in SQL and BigQuery with Looker dashboards used daily by traders and analysts.

SKILLS

Languages TypeScript, JavaScript, Python, SQL, HTML, CSS

Frameworks Next.js, React, Node.js, Prisma, Capacitor, Flask, TanStack Query, Tailwind

AI/LLM Anthropic API (Claude), Whisper, multi-provider fallback routing, prompt versioning and caching, structured outputs, token and cost telemetry; Claude Code as a daily engineering workflow

Infrastructure PostgreSQL (Neon), Cloudflare R2, GCP, BigQuery, Looker, Sanity, Vercel, Sentry, PostHog, RevenueCat, iOS release pipeline (TestFlight, StoreKit)

EDUCATION

University of Nevada, Las Vegas · Business