

PETER AZUOLAS

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DIRECTOR OF ENGINEERING | HEAD OF ENGINEERING | SYSTEMS ARCHITECT

Hands-on engineering leader who sets architecture and still writes the hard parts. Spent 15+ years building high-availability platforms for live video, real-time data, and user-generated content at the scale where naive solutions fail.

Owns systems end-to-end, from the socket layer and data normalization up through React, mobile, and OTT clients. Leads through architecture and code review, and runs the team, budget, and partner delivery behind it.

CAREER HIGHLIGHTS

- ✓ Built and operated backend infrastructure processing **4+ billion requests per month** at **99.97% uptime** on a lean budget.
- ✓ Architected SocketVision, a real-time ingestion and normalization engine synchronizing data and overlays with live video at **sub-second latency** without modifying the stream.
- ✓ Shipped **one unified product across web, iOS, Android, and OTT** (Apple TV, Android TV) with a single 15-person engineering team.
- ✓ Scaled a UGC platform to **roughly 8M readers per month**, balancing long-tail archive load against viral spikes on minimal infrastructure spend.
- ✓ Designed the low-latency streaming stack (HLS/RTMP/WebRTC, WebSocket) that became the basis of an **8-patent portfolio**.
- ✓ **Integrated custom AI models**, deep learning, LLM-based categorization, and Vision AI directly into the live streaming, content generation, and engagement pipelines.

CORE COMPETENCIES

Systems Architecture | Enterprise Architecture | Distributed Systems | High-Availability Backend Engineering | Real-Time Data Engineering | Low-Latency Video Streaming | Cloud Architecture | Platform Engineering | API Design & Integration | DevOps & CI/CD | Software Development Lifecycle (SDLC) | Mobile & OTT Engineering | AI / ML Integration | Performance & Scalability | Technical Leadership | Code Review & Standards | Mentorship | Cross-Functional Collaboration

PROFESSIONAL EXPERIENCE

PANDA Interactive (SportsCastr, Inc. d/b/a PANDA Interactive) Las Vegas, NV 2019 – Present
Chief Technology Officer & Founding Partner (Hands-On Engineering Lead)

- Delivered an enterprise interactive-streaming platform adopted across ~30 partner organizations including DraftKings, USA Today, NFLPA, and the WNBA, owning architecture while remaining hands-on across backend, real-time data, and the client stack.
- Eliminated latency and data-licensing friction by architecting and writing SocketVision, normalizing data from any source and synchronizing odds and overlays with live video without touching the stream, replacing minute-stale polling with sub-second push and cutting delivery costs an estimated 10–20x.
- Architected CUB, an AI engine that extracts keywords from articles, categorizes them with an LLM, and injects live odds and geo-targeted sportsbook links per state rules; one patent granted, one pending.
- Sustained billions of monthly events at **99.97% uptime** by designing a high-availability backend on PHP, Node.js, WebSocket servers, Redis, and MySQL over AWS behind Cloudflare.
- Shipped a white-labeled, Shopify-integrated in-stream commerce and moderated-chat product deployed at scale across betting, live events, and sports media.
- Enabled one team to ship across every surface by hiring and building a 15-person engineering org (plus contractors and offshore partners) on a \$2–3M budget, with the CI/CD practices behind it, across backend, frontend, iOS, Android, and OTT, mentoring multiple engineers into team leads.

SportsCastr New York, NY

2016 – 2019

Chief Technology Officer & Founding Partner (Lead Engineer)

- Built the technology for a live sports-commentary streaming platform (“Twitch for sports”) backed by David Stern, the NFLPA, and Intel, raising **roughly \$15M** across the company's life.
- Engineered low-latency streaming and synchronization with sub-second viewer latency synchronized across all broadcasters and viewers, sustaining 250,000 peak simultaneous viewers and 2,000+ hours of content generated weekly at peak.
- Solved the combined engineering challenges of UGC, online gaming, and real-time video streaming that continue to underpin modern online sports streaming.

SportsBlog.com

2012 – 2016

Chief Technology Officer & Founding Partner (Backend Lead)

- Built and scaled one of the largest open sports-blogging platforms on the internet to **roughly 8M readers per month** by personally writing and operating a backend processing **4+ billion requests per month at 99.97% uptime**.
- Sustained massive UGC traffic on a minimal budget by developing core methods to balance a vast cold long-tail archive against high-traffic viral spikes; absorbed a 20x burst (an athlete's retirement post drew ~500K reads in 30 minutes) without the system leaving green.

School of the Legends (SOTL) NFLPA / NFLRPA

2012 – 2013

Interim Chief Technology Officer

- Stabilized a troubled rebuild of the NFLPA/NFLRPA-licensed social network for current and former NFL players, restoring it to a usable, valuable property.

BrandLab

Early Career

Lead Developer

- Turned vague concepts into shipped products at a domain-industry incubator focused on rapid MVP development; earlier, launched the **first SaaS for cryptocurrency miners** in the early days of Bitcoin.

PATENTS & INTELLECTUAL PROPERTY

Lead / first-named inventor on 8 granted U.S. patents and multiple pending continuations covering low-latency streaming, real-time synchronization, and interactive sports-betting technologies (the SocketVision family, 2019–2026). Personally authored the technical descriptions, edited the claims, and created the system diagrams for every filing, working directly with prosecuting counsel and patent examiners. Patent numbers available upon request.

- **Litigation:** lead technical principal (2023–present) in PANDA's patent-infringement and antitrust actions against Sportradar and Genius Sports in the U.S. District Court for the Eastern District of Texas, asserting willful infringement of foundational interactive-streaming and sports-betting patents.

EDUCATION, LANGUAGES & AUTHORIZATION

University of Hawai'i at Mānoa B.S. in Computer Science, magna cum laude · Honolulu, HI

2008

Languages: English (native) • Lithuanian (intermediate) • French (reading proficiency)

Work Authorization: Native-born U.S. citizen; also holds EU citizenship (Lithuania). Authorized to work in the U.S. and across the EU/EEA without sponsorship.

TECHNICAL PROFICIENCIES

Node.js, JavaScript/TypeScript, PHP, Python, Perl, C, Java · React, React Native, Astro (SSG & SSR), Next.js · AWS, Linux, Nginx, Cloudflare · WebSocket/socket servers, real-time data normalization, data warehousing · MySQL, PostgreSQL, ClickHouse, Redis · Git, CI/CD · HLS/RTMP/WebRTC, FFmpeg, interactive overlays & synchronization · iOS, Android, Apple TV, Android TV · Custom AI/ML model integration, LLM categorization, NLP keyword extraction, deep learning, Vision AI, generative image pipelines