Liam Ormiston

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Professional Summary

A senior software engineer with over five years of professional experience tackling complex, often ill-defined problems across diverse industries. Proficient in Python, JavaScript, and C++ programming languages. Experience has centered around building and owning production-ready, resilient systems where accuracy and efficiency are critical. Proven track record of writing code resilient enough to be in a vehicle and developing algorithms capable of making millions of dollars a year.

Work Experience

Self Employed, Consultant & Freelancer November 2023 - Present

- Consulted on feasibility of projects and broke down technical limitations to non-technical stakeholders.
- Crafted a software solution for One Thousand Bison to provide an interactive, 3D bison to increase user retention and conversion rates.
- Utilized 3D web technologies to enable rendering, shading, and rotation of the bison.
- Created custom JavaScript script to control bison rotation based on user mouse position.
- Managed integration of custom software into existing Webflow site.
- Provided custom website for stakeholders to facilitate rapid feedback.

Tradebot Systems, Software Developer March 2021 - November 2023

- Contributed to UI design decisions and back-end optimizations for a proprietary in-house simulator.
- Lead a project to gather and integrate new data for the simulator to increase accuracy by 20%.
- Created web-based dashboards utilized by over 50% of the company.
- Managed and ensured the accuracy of internal research pipelines that handle over five petabytes of data.
- Co-led the transition of the data pipeline from Luigi to Airflow which contained over 1000 overnight tasks.
- Developed custom wrappers for Airflow, aiding the seamless transition to Airflow for Research Analysts.
- Delivered two company-wide presentations on Git best practices, emphasizing code integrity and collaboration.

Garmin Intl., Software Engineer I-II July 2019 - March 2021

- Collaborated to develop a custom OEM infotainment solution for Daimler-Mercedes employing C++, Qt, and JavaScript.
- Added over 25 language keyboards, enhancing global user compatibility.
- Initiated collaboration with UX and Audio teams to brainstorm and implement a suite of distinct product sounds.
- Instituted a department-wide debug logging standard as a continuous improvement initiative for future projects.
- Rapidly revamped the integration process for CarPlay and Android Auto to align with production deadlines.
- Advocated for STEM by presenting at high school outreach events and participated in college recruitment events.

Personal Initiatives

SELF Alumni Board, Vice Chair, May 2021 - Present

- Lead as Vice Chair, presiding over semi-annual board meetings, setting agendas and outcomes in alignment with the Program's mission to cultivate exceptional leaders within engineering.
- Maintain and utilize SELF alumni database to bolster mentorship connections between students and professionals.
- Managed selection process for new Board members as Selections Chair, prioritizing diversity and active engagement.
- Oversaw annual onboarding of board members, ensuring a continuous influx of passionate, dedicated alumni leaders.

Education

University of Kansas, August 2015 - May 2019

- B.S. in Computer Science, Communication Studies Minor
- Honors Graduate, Self Engineering Leadership Fellow, Lambda Pi Eta Member