William Hammond

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EDUCATION

Rochester Institute of Technology   Rochester, New York
Bachelor of Science Computer Science, 3.5 GPA, Cum Laude   2012–2017

- University Physics I/II
- Calculus I/II/II
- Computer Graphics
- Data Mining and Statistics
- Analysis of Algorithms
- Linear Algebra

PROJECTS

Renaissance Mech Fight   C#, Unity
- Worked on the combat, game state, and sound effects for an auto-battler type game in a 48-hour game jam. Go to https://androidlabs.itch.io/renaissance-mech-fight to play

Space Marine   C++, Unreal 4
- Wrote a single level prototype of a networked co-op shooter

Toy RTS   C, Unity, Mirror, Steam
- A simple Unity RTS with networking over steam

ShieldBattery   Node, Typescript, Postgres
- Contributor to an open source Starcraft Broodwar client. Added serverside features like graceful Postgres error handling

WebGL Example   Javascript, WebGL
- Basic WebGL demo with camera, lighting, and small animations on basic geometric objects

RTS Bots   Lisp, Python
- Age of Empires II bot that used an economic "boom" strategy and archer tactics
- Starcraft 2 bot that stalker rushes the opponent

EXPERIENCE

HubSpot   Washington, D.C.
Senior Software Engineer II - Application Platform   September 2021 - April 2022
Java, MySQL, Athena, Kafka, Hadoop, SignalFX, PagerDuty, Mesos, Memcached, Ansible

- Embedded on a core Identity and Auth team to improve the performance and code quality of services that handle 100,000's of requests per second at peak traffic

Tech Lead - FinTech Security   Octoboer 2019- September 2021
- Led a small team (2-4 engineers) to scale failing financial compliance systems. Projects included things like leading a cross-team multi-datacenter deployment, static analysis tooling, and re-writing failing logging systems

Coop - Data Infrastructure   June 2016 - January 2017
- Operated, maintained, and developed tooling for an Apache Kafka multi-cluster environment that handled 1 million messages per second at peak hours

Mapbox   Washington, D.C.
Software Engineer - Account and Billing   June 2019 - October 2019
Node.js, Athena, Stripe

- Designed and implemented a data pipeline for importing Stripe data to an Athena based data warehouse

Squarespace   New York, New York
Software Engineer - Infrastructure   March 2018 - May 2019
Go, MongoDB, LDAP, Prometheus/Grafana, Redis, CouchDB, Ansible

- Maintained infrastructure and developed a variety of infrastructure and internal tools. Projects included developing an internal URL shortener, setting up cross datacenter Kafka replication, and solving longstanding company-wide performance problems.

Astronomer   Cincinnati, Ohio
Software Engineer - Infrastructure   June 2017 - February 2018
Go, PostgresSQL, AWS, Docker, Terraform

- Developed an automated system to deploy Apache Airflow using the DC/OS API and Postgres for a hosted Airflow service that's now the core of the company

Rochester Institute of Technology   Rochester, New York
Research Assistant - Computational Biomedical Laboratory   January 2015 - June 2016
C/C++, Matlab

- Worked on electrophysiological simulations and statistical models of arrhythmic hearts under an NSF grant