WILLIAM LIU

San Francisco, CA, USA

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Technology leader with 14 years industry experience in video games and financial services.

Launched over 18 consumer products worldwide for 60M+ customers at Sony PlayStation, Electronic Arts, and Earnest.

Led start-up engineering teams to 2 successful exits at Playfish and Earnest.

A builder of high-performing engineering teams and a builder of great technology products.

Experience

Sep 2019 - May 2020
SENIOR ENGINEERING MANAGER, PLATFORM AND CORE BANKING
BRANCH INTERNATIONAL

Responsibilities:
I was responsible for managing the Platform and Core Banking teams. On the Platform team I managed the infrastructure, data engineering and information security functions. On the Core Banking team I was responsible for managing the development of customer identity, payments and internal admin functions to support the core microlending product. I managed 7 engineers.

I set priorities for multiple technology projects and mentored engineering managers and engineers. I led process improvements to increase engineering velocity and hired remote engineers to grow distributed engineering teams. Technologies used: Ruby, Python, Heroku, AWS.

Oct 2018 - May 2019
ENGINEERING MANAGER, CLIENT EXPERIENCE
**EARNEST
(ACQUIRED BY NAVIENT)**

Responsibilities:
I managed 3 engineering teams in the development and launch of the digital private education in-school loan product, which originated $100M+ loans.

I led process improvements and coordinated the adoption of scaled agile practices to successfully deliver on multiple projects.

I led hiring efforts to grow engineering teams with full-time engineers, and partnered with product development companies on staff augmentation and the set up of nearshore teams. I managed and mentored 6 engineers.

Apr 2017 - Oct 2018
LEAD SOFTWARE ENGINEER, LOAN SERVICING
EARNEST

Responsibilities:
I led a $2B+ student loan refinance portfolio migration from an in-house loan servicing platform to Navient and First Data.

I led a $300M+ personal loan book migration to a third-party servicing system.

I led the architecture and development of the servicing platform, and coordinated with multiple teams to scale and optimize servicing functions. I used a range of technologies: Node.js, Java, PostgreSQL, COBOL, Docker, Kubernetes, AWS.

I led development and improvements to the payment processor in order to manage $2M+ of daily financial transactions including an ACH integration with Silicon Valley Bank.

I was responsible for financial audit quality controls for the servicing platform. I partnered with accounting firms annually to ensure the loan servicing functons were compliant with SOC1 and Sarbanes-Oxley Act (SOX).

Sep 2016 - Apr 2017
SENIOR SOFTWARE ENGINEER, LOAN ORIGINATION
EARNEST

Responsibilities:
I led research and development efforts for moving Node.js services to Java microservices.

I researched multiple financial data aggregators and implemented the backend migration from Intuit to Plaid.

I developed internal applications for the credit team to increase the speed of the credit approval process from days to minutes, enabling credit officers to approve loan applications in less than 15 minutes.

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Profile

I am passionate about using technology to build products that improve our lives and that lead us into the future.

I have a strong background in building highly scalable distributed systems for web, mobile and video game console platforms. I have worked across the entire technology stack: operating systems, databases, server backend, frontend, and mobile.

I have excellent technical, communication and interpersonal skills. I have a proven track record as a well-rounded engineering manager and technology leader who drives for excellence and personal growth.

Expertise

Servant leadership
Agile methodologies
Test driven development
Object oriented design
Design patterns

Experience

Sep 2015 - Sep 2016
CO-FOUNDER AND CTO
WOOFSPOT

Responsibilities:
I co-founded, developed, and led the technology for Woofspot, a mobile hyperlocal social network that brings dog owners and their dogs together. Technologies used: Swift, iOS, Java, GCP.

Oct 2013 - Sep 2015
DIRECTOR OF ENGINEERING, EA MOBILE
ELECTRONIC ARTS

Responsibilities:
I was a hands-on Engineering Director setting technology direction for the development and launch of the following products: Minions Paradise (iOS, Android) and Monopoly Slots (iOS, Android).

● Led distributed teams of 15+ engineers.
● Managed 2 engineering managers and 5 engineers.
● Mentored engineering managers and software engineers.
● Led long-term planning of the technology roadmap for the game studio.
● Established engineering best practices.
● Established and optimized business processes across product, design and engineering.
● Hired and grew engineering teams.
● Technologies used: ActionScript, Unity, C#, Java, GCP, AWS.

Apr 2012 - Oct 2013
PRINCIPAL SOFTWARE ENGINEER, EA MOBILE
ELECTRONIC ARTS

Responsibilities:
● Led the architecture and development of highly scalable distributed services for several mobile and social gaming products.
● Established software engineering best practices and improvements to the development process.
● Launched the following products: Monopoly Slots (iOS, Android), JetSet Secrets (Facebook). Contributions made to: Madden NFL Social (Facebook), FIFA Superstars (GREE in Japan).

Sep 2009 - Apr 2012
LEAD SOFTWARE ENGINEER
PLAYFISH (ACQUIRED BY EA)

Responsibilities:
● Led a team of 8 software engineers.
● Mentored software engineers.
● Established software engineering best practices.
● Architected and developed highly scalable web services serving 13M DAU.
● Built shared libraries for product development and infrastructure teams.
● Launched the following products: The Sims Social (Facebook), Pirates Ahoy! (Facebook), Restaurant City (Facebook). Contributions made to: Pet Society (Facebook), FIFA Superstars (Facebook).

Sep 2006 - Sep 2009
SOFTWARE ENGINEER, PLAYSTATION
SONY COMPUTER ENTERTAINMENT EUROPE

Responsibilities:
The Online Technology Group at Sony Computer Entertainment develops and supports the online functionality of many PlayStation titles on the PSP, PS2 and PS3 platforms.

● Led a team of 4 software engineers.
● Developed services and server features for multiple game studios: Media Molecule, Guerilla Games, SCE Worldwide Studios, and Evolution Studios.
● Performed capacity planning and performance tuning of web services.
● Adopted agile development methodologies including TDD, acceptance testing and pair programming.
● Developed core online gaming functionality for leading PlayStation products.
● Developed system tools to improve efficiency of internal processes.
● Launched the following products: Little Big Planet (PS3), Killzone 2 (PS3). Made contributions to: Home (PS3), SingStar (PS3), MotorStorm 3 (PS3), Killzone (PSP) and Ratchet & Clank (PSP). Technologies used: Java, Oracle.

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Programming Languages

Java
Python
Ruby
Node.js
Swift
C#
ActionScript
BASIC

Tools

Amazon Web Services (AWS)
Google Cloud Platform (GCP)
Heroku
iOS
Android
PostgreSQL
MySQL
Oracle
Docker
Kubernetes
Linux

Languages

English
Cantonese

Interests

Emerging technologies
Finance
Personal development

Education

2001 - 2006
MASTER OF ENGINEERING (MEng)
UNIVERSITY OF HUDDERSFIELD

Awarded Masters with Distinction in Computer Software Engineering at the University of Huddersfield, UK.

My Master's degree project and dissertation was titled: "Service-Oriented Architecture and Web Services in Healthcare", a study into the benefits of SOA solutions over traditional distributed architectures (CORBA and RMI) for interoperable systems in the UK healthcare industry. I developed a distributed online prescription booking system using C# .NET, ASP. NET, J2EE, Web Services.

Sep 2005 - Sep 2006
CO-FOUNDER AND CTO
HAN TECHNOLOGIES

Whilst at university I did several internships and started a technology company. In 2005 I co-founded HAN Technologies in the UK developing a smart home product to enable homeowners to automate appliances via the web.

Jun 2005 - Sep 2005
SOFTWARE ENGINEER
SYNCHROWEB TECHNOLOGY

In 2005 I moved to Kuala Lumpur, Malaysia for a summer to build WiFi and wireless network solutions at Synchroweb Technology. I ported a series of Perl scripts into a Java web application that managed Linux system level utilities and processes including iptables.

Jun 2003 - Sep 2004
SOFTWARE ENGINEER
CUMMINS TURBO TECHNOLOGIES

In 2003 as part of my university degree program I did a one year industry placement internship at Cummins Turbo Technologies in the UK. My role as a software engineer was to build in-house software tools.

● Ported legacy software tools from BASIC/FORTRAN to Java.
● Developed software design tools to optimize turbocharger thrust bearings.
● Developed software tools using Tcl/Tk for QNX real time systems.