

Liam Wood

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EXPERIENCE

Visa

October 2020 – July 2022

Senior Software Engineer — Clearing & Settlement Infrastructure (promoted in 1.25 years)

- Redesigned **settlement management system in C++**, communicating in real time globally between **IBM z/OS mainframes**; complete technical ownership from design through implementation — no oversight, full accountability for correctness and reliability.
- Developed **C++ prototype** for streaming transactional data from IBM z/OS to Linux via **Kafka**; built QA tooling and test infrastructure for the settlement system.
- Pioneered **git adoption on the IBM mainframe** using Broadcom Git Bridge technology; established version-control workflows for a historically unversioned codebase.

Microsoft

July 2022 – Present

Software Engineer II — Infrastructure & Scale, Notifications Service (promoted year-over-year)

- Own reliability and global operations of the **OneDrive/SharePoint Notifications Service** — **6B+ events/month** across M365, Teams, Viva, and dozens of products; deployed to every geo worldwide.
- Designed **BCDR automatic failover** using Azure FrontDoor **weighted endpoints and health checks**; maintained **99.99% availability** globally; implemented **cert autorotation with SNI authentication** and **KeyVault-based encryption** of Service Bus messages; added secret expiration alerting across all services.
- Led full platform migration: **Azure Cloud Services** → **Service Fabric** → **AKS** without a single dropped message; halved compute footprint, saving **\$750K annually**; implemented **CPU-based KEDA autoscaling** that handled live-site traffic-spike incidents.
- Moved from slot-based to **in-place deployments** via custom **ADO YAML hotfix pipeline**; cut average deployment latency from **30+ days to under 10 days** while following global safe deployment practices.

Digital Worlds Institute — University of Florida

August 2019 – February 2020

Software Developer

- Sole developer of a blockchain + AR web card game: **Node.js** backend, **Vue.js** frontend, **SQLite** — blockchain for public reward records, AR for in-game asset display.

EDUCATION

University of Florida

August 2016 – May 2020

B.S. Computer Science

SKILLS

Languages

C++, Python, C#/NET, Node.js, JavaScript

Systems

IBM z/OS mainframes, real-time global messaging, fault-tolerant state machines, exactly-once processing, Kafka

Infrastructure

AKS, Kubernetes, KEDA, Azure FrontDoor, Azure Service Fabric, Azure KeyVault, ADO, Terraform, Helm

Security & Reliability

Cert autorotation (SNI), message encryption (KeyVault), secret management, 99.99% availability, BCDR, on-call