

# Liam Wood

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## EXPERIENCE

### Microsoft

July 2022 – Present

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

- Sole infrastructure owner for the **OneDrive/SharePoint Notifications Service** — **6B+ events/month** across **M365, Teams, Viva, Whiteboard**, and dozens of Microsoft products; globally deployed to every geo, operated end-to-end.
- Drove 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 traffic-spike incidents.
- First to ship **heuristic-based spam blocks** on the policy engine; blocked **tens of millions of spam events** with zero impact to live traffic; own hourly deployments to internal test ring for partner validation before production.
- Moved from slot-based to **in-place deployments** via custom **ADO YAML hotfix pipeline**; cut deployment latency from **30+ days to under 10 days** while maintaining global safe deployment practices across all geos.
- Designed **BCDR automatic failover** (FrontDoor weighted endpoints), cert **autorotation with SNI auth**, **KeyVault-based Service Bus message encryption**, and secret expiration alerting; maintained **99.99% availability** worldwide.

### Visa

October 2020 – July 2022

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

- Redesigned **settlement management system in C++** end-to-end — real-time global comms between **IBM z/OS mainframes**; full technical ownership, no oversight.
- Pioneered **git adoption on the IBM mainframe** using Broadcom Git Bridge; developed **C++ Kafka prototype** for streaming mainframe transactional data to Linux.

### Digital Worlds Institute — University of Florida

*Software Developer*

August 2019 – February 2020

- **Sole developer:** 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

### Infrastructure

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

### Distributed Systems

High-scale event processing, Kafka, message encryption, multi-region failover, BCDR, queue-based scheduling

### Reliability

Cert autorotation (SNI), secret management, in-place deployments, spam/abuse policy, SLOs, on-call, incident response