

# Liam Wood

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## EXPERIENCE

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### Microsoft

July 2022 – Present

*Software Engineer II — Platform Infrastructure*

- Sole owner of distributed notification infrastructure processing **6B+ events/month** across OneDrive and SharePoint — designed, built, and operated end-to-end across Linux-hosted AKS clusters.
- Architected **KEDA-driven autoscaling** system from scratch; reduced tail latency and cut over-provisioning spend by **\$500k–\$750k/year** through real-time queue-depth scheduling.
- Drove release cadence from **6-week cycles to weekly deployments** by owning CI/CD pipelines (Azure DevOps, Git) and progressive rollout tooling with smoke testing and automated rollback.
- Led full **AKS migration** and infrastructure re-architecture — redesigned infra-as-code pipelines and cluster provisioning for repeatable deployments at scale.
- Maintained **99.99% availability** under global load by designing multi-region failover with Azure FrontDoor and Traffic Manager, including automated BCDR runbooks.
- Promoted twice in 3 years; drove technical decisions across reliability, cost, and delivery velocity with minimal management overhead.

### Visa

October 2020 – July 2022

*Senior Software Engineer — Clearing & Settlement Infrastructure*

- Designed and implemented settlement engine components in **Python and C++** processing trillions in annual volume — fault-tolerant, exactly-once semantics under concurrent load.
- Built real-time transaction observability pipelines and comprehensive test suites for high-criticality financial infrastructure.

### Digital Worlds Institute — University of Florida

August 2019 – February 2020

*Software Developer*

- **Full-stack solo build:** Node.js backend (Redis pub/sub, **100+ concurrent WebSocket connections**), Vue.js frontend with WebAR integration — shipped a production browser-based AR/blockchain card game platform end-to-end.

## EDUCATION

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### University of Florida

August 2018 – May 2022

B.S. Computer Science

Vice President, GatorVR — led technical workshops and mentored students in VR/AR development and CS fundamentals.

## SKILLS

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<b>Languages</b>	C++, Python, C#/.NET, Node.js, JavaScript
<b>Infrastructure</b>	Linux (AKS/bare-metal), Kubernetes, KEDA, Azure FrontDoor, Azure DevOps, BCDR Planning
<b>Distributed Systems</b>	High-scale event processing, multi-region failover, fault-tolerant state machines, queue-based scheduling
<b>CI/CD &amp; Delivery</b>	Azure DevOps, Git, progressive rollout, automated rollback, weekly release cadence
<b>Observability</b>	Process state monitoring, alerting design, incident response, SRE collaboration