

Liam Wood

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EXPERIENCE

Microsoft

July 2022 – Present

Software Engineer II — Platform Infrastructure (promoted twice in 3 years)

- 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** of a 15-service platform — authored **Terraform** modules for multi-region cluster provisioning and **Helm**-managed workloads; zero downtime during cutover across production traffic.
- Maintained **99.99% availability** under global load; designed multi-region failover and built end-to-end observability (OpenTelemetry, Grafana) with SLOs and automated BCDR runbooks.

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/Redis pub/sub backend with distributed real-time state, Vue.js frontend — shipped end-to-end to production independently.

EDUCATION

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

Languages	C++, Python, C#/.NET, Node.js, JavaScript
Infrastructure	Linux (AKS/bare-metal), Kubernetes, KEDA, Terraform, Helm, Azure DevOps
Distributed Systems	High-scale event processing, multi-region failover, fault-tolerant state machines, queue-based scheduling
CI/CD & Delivery	Azure DevOps, Git, progressive rollout, automated rollback, weekly release cadence
Observability	OpenTelemetry, Grafana, SLO/error-budget design, alerting, on-call, incident response