

# Liam Wood

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## EXPERIENCE

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### Microsoft

July 2022 – Present

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

- Own design and end-to-end reliability of distributed event-processing infrastructure handling **6B+ events/month** across OneDrive and SharePoint on Linux-hosted **AKS clusters**; define and enforce **SLOs and error budgets** with SRE teams.
- Architected **KEDA-driven autoscaling** tied to real-time queue depth, eliminating over-provisioning and reducing tail latency (**\$500k–\$750k annual savings**).
- Led full **AKS migration** — authored **Terraform** modules for multi-region cluster provisioning, **Helm**-managed workloads, and pod disruption budgets; rebuilt infra-as-code pipelines for safe, repeatable deploys at scale.
- Designed **multi-region failover** with Azure FrontDoor (anycast routing, TLS offload, WAF) and Traffic Manager; maintained **99.99% availability** with automated BCDR runbooks, on-call rotation, and full observability (Azure Monitor, Grafana, OpenTelemetry).
- Drove release cadence from **6-week cycles to weekly deployments** by owning CI/CD pipelines and progressive rollout tooling with smoke testing and automated rollback.

### Visa

October 2020 – July 2022

Senior Software Engineer — Clearing & Settlement Infrastructure

- Designed and implemented **state-machine-driven settlement engine components** in Python and C++, processing **trillions in annual transaction volume** across distributed financial infrastructure.
- Engineered **fault-tolerant, exactly-once processing** under concurrent load; built real-time transaction observability pipelines and integration test suites for high-criticality infrastructure in a strict **Linux production environment**.

### Digital Worlds Institute — University of Florida

August 2019 – February 2020

Software Developer

- Sole developer for a browser-based AR platform; **Node.js** backend with Redis pub/sub managing **100+ concurrent WebSocket connections** and real-time distributed state synchronization.

## EDUCATION

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### University of Florida

August 2018 – May 2022

B.S. Computer Science

## SKILLS

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### Languages

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

### Infrastructure

Linux (AKS/bare-metal), Kubernetes, KEDA, Terraform, Helm, Azure FrontDoor, Azure DevOps, Git

### Distributed Systems

High-scale event processing, multi-region failover, fault-tolerant state machines, queue-based scheduling

### Observability

OpenTelemetry, Azure Monitor, Grafana, SLO/error-budget design, distributed tracing, alerting, on-call