

William Hammond

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EXPERIENCE

One More Game

Online Services Software Engineer
Unity, C#, Orleans, .NET

Philadelphia, PA
October 2022 - May 2023

- Worked on a competitive multiplayer game where I primarily contributed to systems that bridged the game client to the online services. Along with the technical work, I helped players through playtests and contributed design feedback during weekly tests
- Stress tested inventory and related systems up to 10,000 concurrent players. Operated and handled on-call during live alpha tests
- Created Player Inventory system for stats, battle passes, and unlocked content
- Resolved AOT/IL2CPP compilation issues by writing custom serializers, developing a Roslyn Analyzer to detect missing instantiated JSON serializers, and improving our Unity SDK tests to run against a full build
- Improved error handling, API consistency, and fixed build pipeline and Auth client issues
- Improved game client error handling UI
- Added Steam rich presence features like showing when a friend was in a matchmaking queue

HubSpot

Senior Software Engineer II - Application Platform
Java, MySQL, Athena, Kafka, Hadoop, SignalFX, PagerDuty, Mesos, Memcached, Ansible

Washington, D.C.
September 2021 - April 2022

- Embedded on a core Identity and Auth team to improve the performance and code quality of services that handle 100,000's of requests per second at peak traffic. Projects included fixing longstanding GC issues, implementing changes to prepare for improved multi-datacenter account management, and migrating off of defunct internal libraries

Tech Lead - FinTech Security

October 2019- September 2021

- Led a small (2-4) person team to enforce automated financial compliance using automation and tooling built on internal user feedback
- Led the FinTech's portion of an engineering-wide effort to migrate to running HubSpot out of multiple live datacenters
- Developed or led the development of a various internal tools used to validate the correctness of financial systems. The services needed to match the scale of HubSpot and be a good user experience for internal compliance experts

Coop - Data Infrastructure

June 2016 - January 2017

- Operated, maintained, and developed tooling for an Apache Kafka multi-cluster environment that handled 1 million messages per second at peak hours

Mapbox

Software Engineer - Account and Billing
Node.js, Athena, Stripe

Washington, D.C.
June 2019 - October 2019

- Designed and implemented a data pipeline for importing Stripe data to an Athena-based data warehouse

Squarespace

Software Engineer - Infrastructure
Go, MongoDB, LDAP, Prometheus/Grafana, Redis, CouchDB, Ansible

New York, New York
March 2018 - May 2019

- Wrote a URL shortener used throughout the entire company, deployed a cross data center replication solution for Apache Kafka, implemented a configurable monitoring solution for Redis, Couchbase, Kafka, and RabbitMQ capable of dynamic host discovery and writing an LDAP Prometheus exporter

Astronomer

Software Engineer - Infrastructure
Go, PostgreSQL, AWS, Docker, Terraform

Cincinnati, Ohio
June 2017 - February 2018

- Developed an automated system to deploy Apache Airflow using the DC/OS API and Postgres for a hosted Airflow service that's now the core of the company

Rochester Institute of Technology

Research Assistant - Computational Biomedical Laboratory
C/C++, Matlab

Rochester, New York
January 2015 - June 2016

- Worked on electrophysiological simulations and statistical models of arrhythmic hearts under an NSF grant

EDUCATION

Rochester Institute of Technology

Bachelor of Science Computer Science, 3.5 GPA, Cum Laude

Rochester, New York
2012-2017