

LIAM SARGENT

INFRASTRUCTURE SOFTWARE ENGINEER

CONTACT

757-746-4439

liam.t.sargent@gmail.com

Liam.cool

Github.com/themailman05

SKILLS

Kubernetes

Containers

DevOps Pipelines

Storage Systems

Low-Level Architecture

Performance Optimization

Distributed Systems

Software Engineering (full stack)

EDUCATION

James Madison University

2012-2016

BS Computer Science

Minor in Music Industry

PROFILE

Distributed Storage and Infrastructure specialist with 8 years of experience working with petabyte-scale data infrastructure. High performance storage systems and database technology are my passion. My accolades include awards in several hackathons for my storage-themed inventions. I have proven to be capable of architecting and implementing projects of any scale, from multimedia mobile applications to massive infrastructure spanning thousands of nodes. I am driven to innovate and find solutions to evasive and challenging architecture problems.

EXPERIENCE

President / Chief Architect - Zip Technologies LLC

2019-Present

Lead team of engineers in projects ranging from audio software with decentralized infrastructure to petabyte-scale data pipelines for data brokers.

Infrastructure Lead - Federated Auto Parts Distributors

2023-Present

Redesigned entire company infrastructure using modern container technology. Replaced proprietary software dependencies in favor of higher performance cost effective solutions. Implemented business intelligence pipelines and platform using open source technology.

Senior Software Engineer - Filebase

2021

First employee of decentralized storage startup. Designed compression and file-packing and addressing system to save 5 orders of magnitude in storage economy in real-world usage. Prototyped alternative storage backends using multiple emergent technologies.

Infrastructure Software Engineer – Qwil

2019-2020

First hire of infrastructure team. Developed Internal authorization system for payments services.

Intern/Software Engineer - Cloudera

2016-2018

Storage subsystem for 10k node build infrastructure.

