



Liam Clancy (metafeather)

Since 1996, I have applied Design Management methods to the intersection of software engineering and creative design, and been a key contributor to startup successes; including 5yrs at [Google DeepMind](#).

I am a design and software professional who excels at problem solving. With a strong technical and visual design background, a proven interest and ability to learn new skills, and able to communicate at all levels, I can own a product or lead a team to reliably deliver to business objectives in fluid or remote environments.

I have a positive and diligent attitude to tasks and prefer to work with progressive and innovative organisations, especially those with an ethical approach to data and societal improvements that embody DeepMind's ethos to **Solve intelligence. Use it to make the world a better place.**

I am interested in substantive, creative products supporting researcher UX, data quality and the creation of extraordinary web applications for big data visualisation, in a design led environment. My recent passion has been explaining practical machine learning to end users, particularly other researchers.

My preference is to develop complete features in Golang + GraphQL + Vue in Docker, but as an experienced 'everything' engineer I focus on the What and Why of that which I'm building as much as the How.

WORK & PROJECT SUMMARY

Software Engineer (Applied Machine Learning), **General Intelligence**, Jun 2019 - Aug 2020 (1y2m)

- employee #9, privately funded early stage startup
- tech lead *Insight*: predictive stock model evaluation, data quality and visualisation web UI
- UI lead *CX2*: carbon capture marketplace, evaluation metrics and map/satellite visualisation

Software Engineer (Applied Machine Learning), **DeepMind**, Jun 2013 - Oct 2018 (5y5m)

- employee #56, acquired by Google in Feb 2014
- product owner *Leaderboard*: ML research platform, evaluation metrics and game task visualisation
- product owner *XObserver*: real-time embedded web UI debugger for distributed ML environments
- data owner *Google Play & YouTube*: reinforcement learning (RL) research & roadmap; model train, test, deploy & evaluation production pipelines
- product owner *Kitsee*: fashion industry data quality; editorial, taxonomy & expert learning web UIs

Co-founder and Senior Software Engineer, **Causata**, Jun 2008 - Nov 2012 (4y6m)

- employee #2, funded by Accel, acquired by NICE Systems in 2013
- founder *jsHub*: analytics and ad serving framework; quality tools, microformats advocacy
- tech lead *Insight*: multivariate predictive modeling evaluation and data visualisation web UI

Senior Software Engineer, **TouchClarity**, Jan 2006 - Jun 2008 (2y6m)

- acquired by Omniture in 2007 to become Test&Target
- product owner customer analytics and ad serving libraries (replacing Omniture and Offermatica's)
- developer customer ad inventory and evaluation web UIs

Software Developer, **ClearlyBusiness**, Aug 2002 - Nov 2005 (3y3m)

- acquired by Barclays 2004
- tech lead *Barclays Business Manager*: an engagement driven business lifecycle suite
- product owner ATG Dynamo user personalisation & Interwoven TeamSite CMS web content

Senior Web Engineer, **<kpe>**, Aug 1999 - Jul 2002 (2y11m)

- employee #4 in UK, a startup incubator that spectacularly imploded in the DotCom bubble
- tech lead *E4*: multimedia web content portal for Channel4
- UI lead *Fotango*: online photo management portal
- tech lead *Betfair*: successful funding prototype demo

EDUCATION

BA (Single Honours) Design Management, UCA, Oct 1993 - Jun 1996

Specialism: corporate communications and technology

Additional studies: 16mm stop motion animation