

# Maurice Moore

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## Summary

Senior Software Engineer with 11 years of experience at Google building high-scale backend platforms, distributed data pipelines, and monetization infrastructure. Proven technical leader adept at driving cross-functional engineering teams, navigating complex system migrations, and delivering business-critical initiatives that safeguard 9-figure revenue streams at billion-user scale.

## Experience

### Google, Inc. | Mountain View, CA & Atlanta, GA | July 2014 – June 2025

#### Senior Software Engineer - Play Monetization | 2023 - 2025

- Owned the technical execution of Google Play's multi-legal entity platform with support for per region revenue routing, enabling global partners to optimize tax liabilities (e.g., avoiding 35% foreign entity taxes).
- Extended Play's payment account management to multiple accounts via a hybrid build-vs-buy approach: a Play-built interface wrapping the externally owned Payments platform's single-profile embedded UI, minimizing build surface while guaranteeing state consistency across the ownership boundary.
- Executed a database migration and backfill on live financial throughput with zero payment regressions, refactoring single-seller assumptions across the Developer Console; root-caused duplicate payment-account creation under Spanner transaction retries, enforcing idempotency on side effects.
- Architected foundational designs for self-serve alternative billing systems and enhanced tax experience, seeding strategic multi-quarter initiatives.
- Delivered critical Developer Console components to satisfy India's PA-CB regulations under high-pressure 'code yellow' conditions, directly protecting a 9-figure business line.

#### Senior Software Engineer - Play Growth | 2021 - 2023

- Served as TL for In-App Offers (IAO), leading a 6-engineer effort across 3 cross-functional teams to launch a new promotional marketing channel, extending Google-funded campaigns into third-party applications.
- Extended core promotion retrieval and eligibility services to support new campaign architectures, implementing strict frequency capping and deterministic cross-platform state synchronization.
- Generalized IAO beyond basic discount offers into a config-driven, extensible framework supporting new multi-step, cross-platform and loyalty campaigns with minimal code added at well-defined plugin points.
- Resolved project roadblocks by proactively improving collaboration with a key platform team, establishing a clear working agreement and rebuilding trust, enabling successful project launch.
- Overhauled the team's monitoring and alerting criteria to eliminate false-positive pages, and halted the initial IAO rollout after detecting treatment/control imbalance, root-causing broken cross-platform session stickiness before re-launching with trustworthy experiment metrics.

#### Software Engineer - Search Unified Media Platform | 2018 - 2021

- Designed a centralized media ranking platform unifying personalized metadata across Google Search, Assistant, and Google TV. Replaced siloed client heuristics with a configurable API ranking, supporting

ablation testing and seamless cross-org integration.

- Established feedback loop ingesting client logs into Anima user model platform, enriching existing and building new models served through a Lambda architecture, combining batch pre-computed state with real-time live-head computation of personalized ranking signals in our media APIs.
- Achieved a 30%+ bCTR increase on the top-ranked media provider in Search through ranking improvements by leveraging an internal affinity model and establishing a robust feedback loop.
- Drove large-scale counterfactual growth experiment to evaluate impact across 100+ new countries.

### **Software Engineer - Search Entity Voice | 2015 - 2018**

- Architected and deployed the "Metrics v2" MapReduce data pipeline in Go, slashing data availability latency from 3 days to next-day while optimizing the system to reduce daily processing runtime by 75% with full resumable backfill support.
- Designed a dynamic feature logging paradigm and log traversal algorithm with tiered ACLs, guaranteeing automatic metric generation for new features while preserving stringent user data privacy.

### **Software Engineer - Borg | 2014**

- Developed C++ simulations to validate Borg scheduler performance under isolated failure scenarios.

## **Selected Architecture & Engineering Projects**

### **Epistemic Router | Autonomous Agent Memory Layer | 2026**

- Architected and built a deterministic, pre-LLM ingestion pipeline to mitigate context bloat and API latency for lifelong agentic memory systems.
- Implemented a two-resolution asynchronous Directed Acyclic Graph (DAG) using an async worker pool, achieving 53+ docs/sec local throughput.
- Engineered a cross-encoder NLI gate (DeBERTa) with m=1 semantic pre-filtering; maintained 90.0% contradiction recall with zero false escalations on a 180-document adversarial benchmark, deflecting 85.0% of documents from the LLM at the corpus's baseline contradiction rate.
- Designed a non-destructive YAML/Markdown vault mutator to preserve raw data immutability, with human-in-the-loop observability via StatsD telemetry and a bounded async review queue.

### **Casino | Real-Time Multiplayer Network Engine | 2025–2026**

- Built a highly concurrent, real-time multiplayer engine pairing a Go WebSocket backend with a Flutter/CanvasKit web client, implementing a strict server-authoritative state model that evaluates configurable rule sets threaded through every validation and scoring path.
- Architected a single-goroutine hub event loop multiplexing 11 typed channels to serialize all state mutations, systematically eliminating mutex contention and data races, while layering optimistic UI and rollback for zero-latency perceived client rendering.
- Hardened session resiliency for degraded mobile networks using per-client read/write pump goroutines, tab-scoped session tokens, deterministic state snapshotting, and exponential-backoff reconnects, deployed on a scale-to-zero 256MB Fly.io container using multi-stage Docker builds.

## **Education**

University of Kentucky | B.S. CS & Computer Engineering | B.S. Mathematics | 4.0 GPA