MUQEET AHMED MALIK
Software Engineer

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PROFILE

Consulting engineer with 10 years of experience across entertainment, energy, and fintech. At Disney, led product initiatives serving 100M+ daily requests and was selected from 300+ engineers for a resiliency tiger team whose work became the company-wide gold standard. At Kiwi Power, led teams delivering £1M+ in revenue-generating client projects, including the UK's first constraint management platform for the National Grid.

PROFESSIONAL EXPERIENCE

WALT DISNEY COMPANY   July 2024 – Present
Software Engineering Consultant (Contract) – Identity

- Recruited to provide technical leadership during significant engineering turnover, unifying account and identity models across Disney consumer products (Hulu, ESPN, Parks, Streaming) to enable cross-product targeting.
- Led and delivered Paid Account Sharing and the ESPN Flagship launch. Owned highly distributed services handling 100M+ requests per day across multiple technology stacks.
- Selected from 300+ engineers for a cross-functional tiger team of 8, tasked with resolving Hulu platform resiliency issues.
- Reduced production incidents from multiple per month to zero through resilience engineering, service interaction diagrams, autoscaling optimisation, and standardised runbooks. Work presented in company town halls and adopted as the gold standard.

OAKTREE POWER   July 2023 – July 2024
Principal Software Engineer

- Headhunted for domain expertise in electricity markets and engineering leadership developed at Kiwi Power.
- Authored the company's first international technology roadmap, defining short and long-term strategy, approved by the CEO and founders.
- Responded to two national-level consultations and designed a successful £100K first-stage technology grant proposal.
- Built an IoT-integrated application for European energy balancing market access, securing the company's first international client in Belgium.
- Migrated legacy web-platform components, reducing infrastructure costs by 70%.

DISNEY STREAMING (VIA EQUAL EXPERTS)   August 2021 – July 2023
Senior Software Engineer (Contract) – Experimentation Platform

- Built a production experimentation and feature flagging platform, widely adopted across the business, saving millions of dollars in external service fees.
- Redesigned system architecture within the first two months, significantly improving resilience through database replication and multiple load balancers.
- Extended the platform to enable QA and internal stakeholders to safely test experiments in production.
- Led design and implementation of experiment holdouts, enabling analytics to measure the impact of experimentation on users.
- Partnered with the Beijing data team to develop a Java SDK for generating assignments in Spark jobs.

KIWI POWER   April 2018 – August 2021
Software Engineer → Senior Software Engineer → Technical Lead

- Designed and built CRM systems and services for dispatching, metering, and controlling electrical assets (generators, batteries, consumption unqts) using Scala, TypeScript, and React.

- Led three client projects as Team Lead, overseeing teams of 3–5 engineers:
  - Flexible Power: UK's first constraint management platform for the National Grid. Managed stages valued at £500K+. National Grid later acquired the team and service.
  - Peak Avoidance Tool: 4-month ERCOT project for Engie North America. Phase one earned £250K, leading directly to a £300K phase two.
  - Energy Trading Platform: 3-month venture with Engie Italy in Rome, worth £150K.
- Mentored two junior engineers who progressed to roles at a unicorn startup and the UK's largest supermarket.

COMPARETHEMARKET.COM   May 2017 – April 2018
Big Data Engineer

- Built and maintained Big Data ETL pipelines using Scala, Spark, Hadoop, and Redshift.
- Instrumental in developing the company's first streaming pipeline, migrating batch processing to Amazon Kinesis for live reporting.
- Organised and ran a London hack day attended by 55+ staff.

SQUARE ENIX   January 2016 – April 2017
Intern Analyst → Data Analyst → Data Scientist

- Developed the company's first production AI algorithm, increasing free-to-play mobile game revenue by 10% using wavelet transformation and regression for player churn prediction.
- Founded Square Enix UK's first Data Science team, up-skilling existing analysts and hiring a data science team lead.
- Automated KPI reporting, live operations monitoring, and A/B testing using Tableau, Bash, SQL, and Spark.

TECHNICAL SKILLS

Languages & Paradigms: Scala, Java, Kotlin, TypeScript, SQL, Python; OOP, Functional Programming, SOLID, TDD, DDD.

Architecture & Infrastructure: Microservices, Event-Driven Systems, Kafka, Redis, Spark, Hadoop, gRPC, REST/GraphQL, Protobuf, AWS, Azure, Kubernetes, Docker, Terraform, CI/CD (Jenkins, GitHub Actions), Observability (Datadog, CloudWatch), OAuth2, LaunchDarkly.

Engineering Practices: Pair Programming, Code Reviews, System Design, Performance Optimization, Mentorship, Platform Thinking.

EDUCATION

UNIVERSITY COLLEGE LONDON   London, UK
Bachelor of Science in Physics, First Class Honours