

William Rients

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I build the data platforms and backend systems a business runs on, and I keep them fast, correct and cheap after they ship. I've spent four years at Perfect Game, from intern to senior, on a youth baseball and softball platform with 1.5M+ player profiles and more than a million accounts.

SKILLS

Data: Microsoft Fabric (Warehouse, Lakehouse, Data Pipelines, mirroring), PySpark, Python, T-SQL, SQL Server / Azure SQL Managed Instance, Power BI (semantic models, row-level security), Azure Data Factory, data warehousing, dimensional modeling, ETL

Backend: C#, .NET Framework 4.8, .NET 10 / ASP.NET Core, ASP.NET Web API, MVC and Web Forms, Redis, Cosmos DB, REST APIs, xUnit

Performance and ops: Query Store, query and index tuning, plan regressions, caching, KQL / Application Insights, Azure DevOps (Git, pull requests, pipelines)

ML and analytics: recommendation systems (collaborative filtering), Elo ratings, win probability, model evaluation

Also: TypeScript, React, Next.js, Postgres, JavaScript, CSS

WORK HISTORY

Senior Software Developer, Perfect Game

Remote | January 2026 - Present

- Lead analytics, statistics and data engineering for a platform with 1.5M+ player profiles, across the public site, internal tools and partner API
- Led the rebuild of the statistics engine (Advanced Stats). It used to precompute a fixed set of numbers overnight, and now it calculates on demand over 150M+ plays and 1M+ games. Stats update live as games are scored, and the stats team fixes scoring errors themselves. The products built on it have about 50K paying subscribers
- Own the Microsoft Fabric analytics platform that the site, internal tools and partner API depend on. Reporting used to run straight off the transactional database, and now it runs on its own platform with source data mirrored in near real time
- Led a database performance program that made the most expensive queries 100x or more faster and reclaimed 800+ GB of storage. That work let production drop from 80 processor cores to 48, in stages timed around peak weekends, which cut the database's monthly cost by about 40% with no slowdown
- Found and fixed a query plan regression that had taken over half of all database processing, taking the statement from about 3 seconds a call to 5 ms
- Found the team page was using a third of all database processor time, then cached it in Redis and cut its database calls by 84%
- Built the event budgeting and reconciliation portal that replaced finance spreadsheets and gave leadership per-event margins for the first time. About 80% of sales now match to their events with no human touch
- Shipped live win probability on the game page. Teams it rated as 60-70% favorites won 69% of 45,000+ games
- Found and fixed an access-control flaw that exposed player contact details to signed-out visitors, and added logging for every denied request
- Lead projects across three engineering teams. I also mentor junior developers and interns and interview engineering candidates

Software Developer II, Perfect Game

Remote | September 2024 - January 2026

- Rebuilt online tournament registration on my own after the contractor leading a .NET Core rewrite left mid-project. It went live in under two weeks and was finished in about four months, with a Cosmos DB cart and one checkout for many teams across many tournaments. Every team now pays for tournaments through it, with 160K+ paid registrations from about 54K teams
- Created the company's Microsoft Fabric analytics platform from an empty repository as its sole engineer. I learned Fabric as I built it and used it to replace a legacy Data Factory and Databricks stack
- Built a machine learning event recommender that serves nearly a million accounts, compared blind against a second model before launch. About 8% of accounts that click a recommendation go on to register, and nearly 9 in 10 of those

are for events they had never attended

- Designed an Elo power ranking that rates teams on who they beat instead of their win-loss record, adjusted for age, classification and teams playing up. It rates 30K+ teams a season
- Built a season rollover tool that copies a team's roster, staff and branding into the new season. About 94% of 2026 team seasons started from it
- Built the tool that links each event to last year's edition, which re-registration and year-over-year reporting depend on. 62% of a 35,000-event season is now resolved, up from under 4%
- Built self-serve event creation so operations staff set up tournaments without a developer, and live tournament standings that take about 3M requests a month in season
- Turned ad-hoc reporting into self-service Power BI with semantic models and row-level security
- Interviewed engineering candidates and advised leadership on hiring

Software Developer I, Perfect Game

Remote | September 2023 - September 2024

- Rebuilt the event-day stream monitor into a live broadcast health dashboard for tournament directors, with one-click stream repair. I also built on-demand video for completed games
- Built C#/ASP.NET and SQL Server services behind the admin tools and partner API, including the tool scouts use at showcases to record player performance
- Built the foundation of the points-based rewards program
- Became the go-to engineer for production issues, and fixed root causes instead of patching symptoms

Software Developer Intern, Perfect Game

Cedar Rapids, IA | November 2022 - September 2023

- Built the prospect advisory system advisors use to track top players and record their guidance to families. It is still in daily use, with nearly 2,000 records a year
- Fixed production bugs and support requests across the public site while finishing school part-time

EDUCATION

- **BS, Software Engineering**, Western Governors University, August 2024
- **AAS, Software Development**, Kirkwood Community College, May 2023

CERTIFICATIONS

- AWS Certified Cloud Practitioner, April 2024 (expires April 2027)