Alec Mouri

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Coursework

CS
Algorithms
Artificial Intelligence
Comp. Biology
Comp. Geometry
Compilers
Databases
Data Structures
Graphics
Machine Learning
Operating Systems
Random Algorithms
Security

EE
Analog Circuits
IC Devices
IC Fabrication
MEMS
Signals and Systems

Math
Discrete Math
Linear Algebra
Multivariable Calculus
Numerical Analysis

Languages
C/C++
Java
Python
Scala
Bash

Tech
Vulkan
OpenGLES
Android
Skia
Protobuf
Flume
Spanner

Tools
Git
Mercurial

Experience

2020-now — **Senior Software Engineer - Tech Lead, Graphics (Android 12)   Google**
Core maintainer and senior contributor for Android display and UI stack.
Currently tech-leading confidential graphics projects to support Android 12.
Leading and mentoring several engineers for improving window composition.
Expertise in performance monitoring and tools (Simpleperf, Perfetto)
Cross-functional collaboration across Skia, Chromium (WebView), etc.
Supporting partners and OEMs: incl. Qualcomm, Samsung, Mediatek
Publicly available contributions: https://android.googlesource.com/

2019-2020 — **Software Engineer III - Tech Lead, Graphics (Android 11)   Google**
Enabled frequently updating Canvas APIs and associated technologies.
Designed internal ABI-stable APIs between platform and UI rendering tech.
Acted as point-of-contact for Mediatek & Samsung for achieving buy-in.
Built and optimized telemetry pipeline for assessing graphics & display health.
Pipeline improvements included 90% data reduction, schema improvements.
Launched refresh rate APIs for NDK AChoreographer.
Technical consult for AOSP features: background blurs, compositor shadows

2018-2019 — **Software Engineer III - Graphics (Android 10)   Google**
Launched support for 90Hz displays on Pixel 4-series devices for Android 10.
Jank reduction through several multi-ppt performance improvements.
Optimized rounded corner shaders applied during window transitions.
Designed new interface for fallback GLES composition.
Metrics improvements and analysis to identify apps misbehaving with 90Hz.

2016-2018 — **Software Engineer III - High-touch Support   Google**
Built internal tools for high-touch support representatives
Tech lead for data migration from sales DB. into customer support DB.
Migration led to UX unification for sales-to-support workflows
Built a database index for fast retrieval of prior customer interactions.
Performance and reliability enhancements for push and email notifications.
Numerous internal API migrations, bug fixes, e2e latency improvements.

2015 — **Software Engineering Intern   LinkedIn**
Leveraged Play framework to build backend APIs powering LinkedIn Pulse.
Built RSS feeds for syndication of Influencer posts and content.
Deployed client-side endpoint for sharing to Linkedin and Twitter.
Architected new Java services to replace legacy Scala endpoints.
Coordinated with client and mobile teams to communicate API needs.

Education

2012-2015 — **BS Electrical Engineering and Computer Sciences   UC Berkeley**