

# POUYA ATAEI

## Software Engineer & Computer Scientist

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in pouya-ataei-bb1254ba

polyhistor



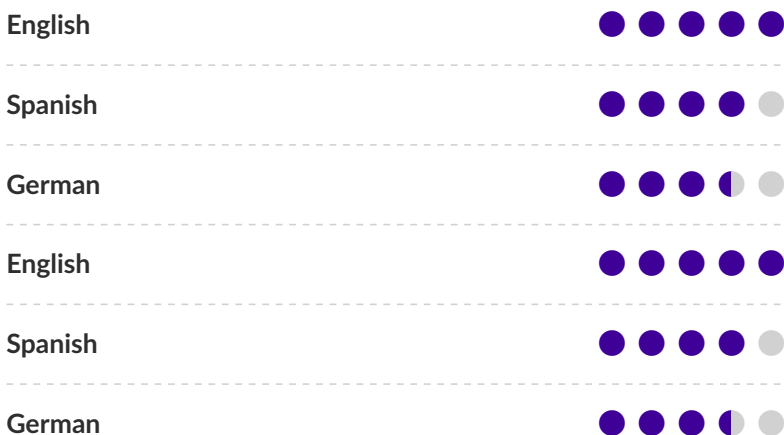
### Precursor

This identification is merely the idea of myself to provide with specious and precarious sense of permanence. For this idea is relatively fixed, being based upon carefully selected memories of my past, which have a preserved and fixed character. Social conventions therefore, encouraged me to form this idea of myself with equally abstract and symbolic roles and stereotypes

### What I have to offer?

A passionate software engineer with 10+ years experience developing robust code with stress on efficiency, resuasbility and scalability. I have held responsible positions in a number of companies specialising in software as a Software Engineer, Architect, System and Devops Engineer, Researcher and Teacher. I constantly perceive the multitudes of complexity within the simplicites and I'm always looking at things through the prism of creativity.

### Skills



### Work Experience

#### President & CEO

##### Yahoo!

📅 July 2012 – Ongoing

📍 Sunnyvale, CA

- Led the \$5 billion acquisition of the company with Verizon – the entity which believed most in the immense value Yahoo! has created
- Acquired Tumblr for \$1.1 billion and moved the company's blog there
- Built Yahoo's mobile, video and social businesses from nothing in 2011 to \$1.6 billion in GAAP revenue in 2015
- Tripled the company's mobile base to over 600 million monthly active users and generated over \$1 billion of mobile advertising revenue last year

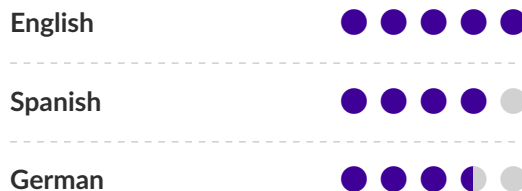
Vice President of Location & Services

### What I'm looking for?

- Company with a vibrant and positive environment.
- Direct engineering hands-on involvement.
- Time and opportunity to learn and apply emerging technologies.
- Work hard, but not at the weekends.



### Skills



### Education

#### M.S. in Computer Science

##### Stanford University

📅 Sept 1997 – June 1999

B.S. in Symbolic Systems

## Google

📅 Oct 2010 – July 2012

📍 Palo Alto, CA

- Position Google Maps as the world leader in mobile apps and navigation
- Oversaw 1000+ engineers and product managers working on Google Maps, Google Places and Google Earth

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## Vice President of Search Products & UX

### Google

📅 2005 – 2010

📍 Palo Alto, CA

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## Product Manager & UI Lead

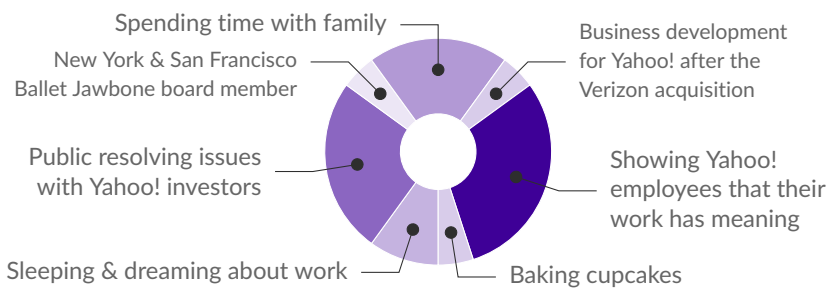
### Google

📅 Oct 2001 – July 2005

📍 Palo Alto, CA

- Appointed by the founder Larry Page in 2001 to lead the Product Management and User Interaction teams
- Optimized Google's homepage and A/B tested every minor detail to increase usability (incl. spacing between words, color schemes and pixel-by-pixel element alignment)

## A Day of My Life



## Stanford University

📅 Sept 1993 – June 1997

## Publications

### Books

- Conway, D. (2000). *Object Oriented Perl: A comprehensive guide to concepts and programming techniques*. Connecticut, USA: Manning Publications Co.

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### Journal Articles

- Codish, M., Marriott, K., & Taboch, C. (2000). Improving program analyses by structure untupling. *Journal of Logic Programming*, 43, 251–263.
- Meyer, B. (2000). A constraint-based framework for diagrammatic reasoning. *Applied Artificial Intelligence*, 14, 327–344.

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### Conference Proceedings

- Zou, W. Y., Socher, R., Cer, D. M., & Manning, C. D. (2013). Bilingual word embeddings for phrase-based machine translation. In *Emnlp* (pp. 1393–1398).
- Hu, J., Wu, H., Jennings, A., & Wang, X. (2000). Fast and robust equalization: A case study. In *Proceedings of the world multi-conference on systemics, cybernetics and informatics, (sci 2000), florida, usa, 23-26 july 2000* (pp. 398–403). FL, USA: International Institute of Informatics and Systemics.

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