

# POUYA ATAEI

## Software Engineer & Computer Scientist

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in pouya-ataei-bb1254ba

polyhistor

Pouya-Ataei



### 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, reusability and scalability. I have held responsible positions in a number of companies specialising in software as a Software Engineer, Tech Lead, Lead Architect, Researcher and Teacher. I constantly perceive the multitudes of complexity within the simplicities and I'm always looking at things through the prism of creativity.

### 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.
- Friends to build a good products with.
- Work hard, but not at the weekends.

### Skills

Javascript/Typescript



HTML5 & CSS3



Golang



Kubernetes/Docker



Rust



Linux/Bash/Awk



PHP



Node/Bun/Deno



C#/Java



SQL/NoSql



C/C++



Python



Software Architecture



Data Structures & Algorithms



Kafka/Redpanda



Design Patterns



Qualitative/Quantitative Research



Cloud Computing



Distributed Systems



Mathematics



### Work Experience

Lead Development Architect

Sep 2021 – Current  
Auckland, New Zealand

- Stood responsible as one of the company's lead architects, taking part in critical technological decisions across different regions

- Planned, initiated and implemented a distributed data layer to provide with a declarative client-driven API.
- Worked on an event-driven architecture using Kafka, deployed and tested an archetype with consultants from Confluent

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## Tech Lead

Jun 2021 – Sep 2021  
Auckland, New Zealand

- Positioned 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

2005 – 2010  
Palo Alto, CA

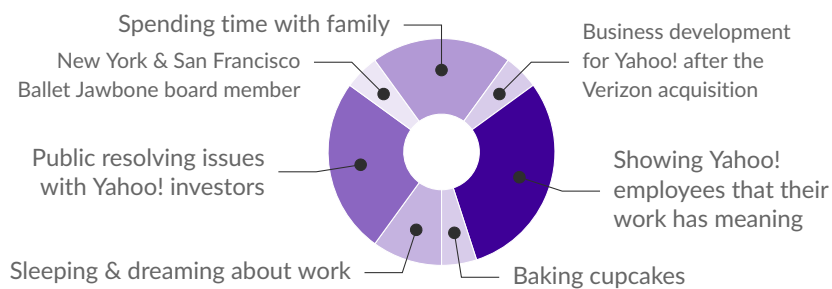
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## Product Manager & UI Lead

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



# Publications

## Books

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

## 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.

## 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 multiconference on systemics, cybernetics and informatics, (sci 2000), florida, usa, 23-26 july 2000* (pp. 398–403). FL, USA: International Institute of Informatics and Systemics.

English



Spanish



German



# Education

M.S. in Computer Science

Sept 1997 – June 1999

B.S. in Symbolic Systems

Sept 1993 – June 1997

# Referees

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