

idan Mellin

Mountain View, CA, US

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Technical Skills

C/C++, SQL, C#/.NET, Typescript, Angular
Git/Github, Agile, Legacy Migration

Professional Experience

Software Engineer

Google - Youtube BrandConnect

October 2025 - Present

Worked in a small zero to one team to develop an app to connect advertisers to partnered YouTube creators.

Designed and created new end-to-end methods of promoting sponsorships for creators.

Helped onboard and mentor new Googlers and was a part of the interviewing team.

Software Engineer

Kion Group AG

May 2023 – September 2025

Migrated legacy codebases in C and C++ to custom-stack web-based solutions with retrofitted API's.

Developed new automation system to increase throughput of Procter & Gamble factory-to-location deliveries.

Responsible for onsite integration testing and production deployment across three customer locations in two countries.

Contract Software Engineer

American Federation of Government Employees

March 2025

Engineered a data processing pipeline to extract, clean, and analyze contract savings data, identifying inconsistencies and missing information from DOGE website.

Developed structured datasets and reports that enabled legal teams to challenge Department of Government Efficiency (DOGE) claims, strengthening litigation efforts in fighting against the targeted attacks on unioned departments and their real-estate holdings.

Built interactive data visualizations to highlight discrepancies and trends, improving legal discovery and case preparation.

Software Engineer Intern

Eagleview Technologies

Jan 2022 – Aug 2022

Automated data storage and management for government contract compliance.

Designed cloud-based solutions to automate population of key data, reducing pilot handoff delays.

Developed new front-end tools for GIS systems and first-responder mapping solutions.

Education

Rochester Institute of Technology

B.S. Computer Science

Aug 2019 - Dec 2023