Amin Hassani

https://www.aminhassani.com

Work Experience

Nuro, Senior Software Engineer, Tech Lead, Mountain View, CA, USA Aug 2021 — March 2023

- Lead a team of six and coached two interns.
- Built scalable robotic gateway and process orchestration systems.
- Designed and lead a team to build streamlined, end-to-end, full stack, and secure by design robot software release and delivery infrastructure (cloud and on-premise) to be used for large scale production of AVs.
- Successfully collaborated with over 20 cross-functional teams to build end-to-end products.

Google, Senior Software Engineer, Tech lead, Mountain View, CA, USA

Jun 2016 — Aug 2021

- Built end-to-end software/OS delivery infrastructure (client and server side) for millions of Chromebooks and Android devices, including large scale test automation.
- Optimized OTA updates to save Google and it's users several Petabytes of data storage and bandwidth every months.
- Built and deployed OS provisioning software used by thousands of schools and enterprises.
- Designed and built highly secure feature delivery mechanism considering the space limitations of Chromebooks. (Used by internal teams and third party vendors to add new optional features for users.)

Google, Software Engineer Intern, Madison, WI, USA

May 2015 — Jul 2015

• Successfully designed and implemented innovative solutions for HPC systems in Google cloud platform (details are confidential).

Emergency Callworks (Part of Motorola Solutions), Software Developer Intern, Birmingham, AL, USA

May 2014 — Aug 2014

- Successfully developed a scalable SIP call talking framework based on XML input files for testing several hundred call scenarios.
- Developed a test framework for future addition of SMS handling in 911 call taking systems with MSRP technology.
- Performed Target Specific research and development with telephony technologies such as Asterisk, SIP, MSRP and web-base technologies such as WebRTC.

Barid Samaneh Novin, Software Developer, Tehran, Iran

Sep 2008 — May 2009

 Implemented reporting service and part of user interface for an Enterprise Resource Planning (ERP) system.

Tebyan, Game Developer, Tehran, Iran

Jun 2007 — Nov 2007

• Customized PowerRender3D game engine to be used in a 3D first person shooter game.

EDUCATION

PhD. Computer Science

August 2010 — April 2016

Department of Computer and Information Sciences University of Alabama at Birmingham, Birmingham, AL, USA

Thesis: Toward a Scalable Transactional Fault-Tolerant Message Passing Interface for Petascale and Exascale Machines (The only proposal competing with current fault-tolerant MPI)

Selected Courses: Parallel Computing, Numerical Computing, Advanced Practical Numerical Computing, Database Systems, Virtualization, Advanced Software Engineering, and Security and Privacy in Cloud Computing.

B.Sc. Software Engineering

2006 - 2010

Department of Computer Engineering

Amirkabir University of Technology (Tehran Poly Technique), Tehran, Iran

Thesis: Cloth Modeling in Irrlicht 3D Game Engine