Amin Hassani

ahassani4@gmail.com
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