# Hadi Lashkari Ghouchani

# Software Engineer

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O Toronto, Canada in linkedin.com/in/hadilq

# **Summary**

Dedicated software developer with 19+ years of experience, including 9 years in professional Android development. Skilled in software architecture, algorithm design, and machine learning applications.

- Expertise in creating scalable, maintainable, and efficient software

- Strong advocate for SOLID principles, SSOT, pure functions, and stateless design
- Passionate about applying machine learning to improve human life
   Experience teaching algorithms and programming at university level Committed to continuous learning and open-source contributions

 Proactive, and transparent, in technical decision-making
 Comprehensive mastery of Android ecosystem, from low-level system interactions to high-level app architecture. Eager to collaborate with creative, motivated teams in challenging technical environments.

### **Experience**

### Software Engineer -> Productivity Engineer

at Bell Canada (via MobileLIVE)

m Aug, 2022 - Oct, 2024

Toronto, Canada

Promoted to Productivity Engineer.

### Mission:

- Resolved VPN network proxy and self-signed certificate issues by developing an automated installation script and Compose Multiplatform app, resulting in a 164% increase in build count on the Gradle Enterprise(Develocity) dashboard.
- Initiated and implemented Gradle Conventional Plugins to reduce code duplication and errors. Established Single Source of Truth (SSOT) for external library versions, significantly reducing runtime crashes caused
- Spearheaded the adoption of Merge Trains and Merge Request Pipelines in GitLab, creating a Proof of Concept (POC) workflow that demonstrably improved code quality and streamlined the integration process. Optimized test execution, reducing incremental runtime by 52% and improving overall development effi-
- Served as the primary resource for build-related training and support across a team of 50+ Android de-
- velopers, enhancing team productivity and knowledge sharing.
- Implemented a custom No-Framework dependency injection solution across multiple app and library repositories, enhancing modularity, testability, and maintainability while minimizing build times by avoid-
- Integrated Detekt to verify code quality in the merge request's pipelines.

Additional Technologies:

- Develocity(Gradle Enterprise), Gradle Conventional Plugin, Detekt
- Kotlin Multiplatform, Compose Multiplatform

### Software Engineer

at Bell Canada (via MobileLIVE)

m Apr. 2021 - Aug. 2022

O Toronto, Canada

MobileLIVE: A Canadian tech-service provider specializing in digital transformation solutions. Bell Canada: Canada's largest telecommunications company, offering mobile services (Bell Mobility, Virgin Mobile), television (Bell Satellite TV, Bell Fibe TV), and internet services across the country.

- Implemented a Request for Comments (RFC) process for technical decision-making, streamlining the evaluation and adoption of new ideas across the organization.
- · Led regular knowledge-sharing discussions across the team on SOLID principles, modularization best practices, feature flag implementation, and monorepo architecture, elevating the team's overall code quality and architectural design skills.
- Conceived and executed an automated system for cloning and building source code across a multi-repo setup, significantly reducing version conflicts and enhancing code visibility for efficient debugging.

### **Technologies**

- Kotlin Coroutines / Mockk, Mockito, jUnit, etc.
  - Agile, Sprint, Lane based branching strategy, CI/CD
  - Atlassian Jira, Atlassian Confluence, Gitlab, Jenkins, Slack, Branch.io, inVision, Dynatrace, etc.

### Staff Android Developer

at iFood (via Letgo)

Barcelona, Spain

iFood is a leading food delivery platform, dominating markets in Brazil, Colombia, and Mexico. It's the market leader in Latin America with 50+ million Android app installations

- · Spearheaded the implementation of composite build for Gradle dependency management, reducing incremental build time from 13+ minutes to under 60 seconds when updating libraries
- Developed the Android component of a cross-platform metadata project, contributing to a comprehensive dashboard that unified information from highly modularized Android/iOS projects(200+ modules) with
- Initiated and executed a strategy to refactor legacy code out of the root module, resulting in a 55% decrease in incremental build time and improved overall system architecture
- · Identified and resolved multiple Application Not Responding (ANR) issues by applying robust architectural principles, significantly enhancing app stability and user experience.
- Engineered custom wrappers for external libraries to improve error handling and system resilience during

## Technologies:

- Dagger 2, Room, Kotlin Coroutines, Moshi, WorkManager / Mockk, Robolectric, jUnit, etc.
- Agile, Sprint, Github Flow, CI/CD, Gradle Enterprise
- Atlassian Jira, Atlassian Confluence, Github, Jenkins, Slack, Databricks, Firebase, Bugsnag, Logzio, etc.

## Senior Android Developer

at Letgo: Leading Classified Marketplace

One of the largest classified marketplaces in the United States at the time. Market leader in Turkey with 15+ million Android app installations. Mission-critical achievement: Optimized feed loading performance, reducing launch time by over 60 seconds.

# Lead Android Developer

at Sheypoor: Top-Tier Classified Marketplace

🛗 Jan. 2018 - Jan. 2019

Tehran, Iran

Impressive user base: 13+ million overall users, 1.5+ million daily active users. High engagement: 344+ million sessions. Key Achievement: Spearheaded initiatives that tripled daily active users from 500,000 to 1.5+ million within one year.

# Senior Android Developer

at Myket: Top-Tier App Store and Social Network

O Tehran, Iran

## Java and C# developer

at Soha System

mar. 2015 - Aug. 2015

O Tehran, Iran

## **Article / Repository**

▼ 2024 Post: Matrix Fast Fourier transform(MFFT) - An optimization for Matrix Multiplication 🔿 2024 C Numbers: This is a collection of number types, including floating numbers and p-adic numbers.

M 2024 Post: Not All codes are liabilities

0 2024 Contribution to HF Candle: HF Candle is a Rust alternative to work with LLMs.
 0 2024 City of Toronto RAG GPT: The project received the second position award in the TMLS Hackathon.
 0 2024 Hair Segmentation: A ML model to detect and segment hair in images

2024 dragon detector: A simple ML model to detect dragon in images

♠ 2024 Sample Rust App: A sample app to crawl an API and put the data in a database.
♠ 2024 Nix Effect pod: Modularize effects of all kinds, and stay in-control, with NixOS and podman.

🕠 2023 Sample App: Refactored a Mastodon client app to a modularized Jetpack Compose-driven architecture.

M 2023 Post: Dependency Inversion Principle 2023 Contributing to nixpkgs/androidenv: Nix is a language that is designed to have reproducibile output.

M 2022 Post: Logic Tree in Android

🕠 2022 Sample App: Molecule sample app to solve some scoping problems in Android development.

 M 2022 Post: Reproducibility

 M 2021 ProAndroidDev post: Are feature flags, build variants, and sample apps related concepts?
 M 2021 iFood Engneering post: Modularization tip: optimize the Root Module.

2021 ProAndroidDev post: Happy Railway. An improvement for Railway Oriented Programming in Kotlin.

2021 Library: Happy is a library to auto-generate Kotlin code to make calling APIs more concise
 2020 POC: Rust Flutter Reactive is an idea to use Flutter as UI and Rust for the main project.
 2020 Make Log4k Multiplatform: Simple logging library for Android, iOS, Mac, etc.

🐧 2020 ProAndroidDev post: A/B Testing Myths

O 2020 Sample App: Provide a full implementation for a No-Framework Dependency Injection in Kotlin
O 2020 Contributing on Λrrow Library: Λrrow is a library for Typed Functional Programming in Kotlin

↑ 2020 Library: A Kotlin compiler plugin that generates trackable method
↑ 2020 Medium post: Save State By Using RxJava or Kotlin Flow
↑ 2020 Medium post: RxJava instead of LiveData in MVVM

7 2020 Library: A glue between the lifecycle of LifecycleOwner in Android and upstreams in RxJava 2020 Library: A glue between the lifecycle of LifecycleOwner in Android and Kotlin Coroutines

2020 Library: Simplifier for unnecessary complex lifecycles

🔾 2019 Math Library: Modularized, mathematical and multiplatform Kotlin library ☑ 2018 ProAndroidDev post: Logging in Kotlin • 2018 Log4k Library: Easy logging library, but unfortunately it's in Sheypoor repository

M 2018 ProAndroidDev post: Reactive MVVM architectural pattern

M.Sc

B.Sc

### **Education** Sharif University Of Technology

Payame Noor University

in Physics

in Physics

m Feb. 2010 🛗 Jul. 2007

O Tehran, Iran Mashhad, Iran

### **Tools / Skills**

#### Kotlin Multiplatform/KMP

Compose Multiplatform/Android/iOS/Desktop

- Professional Summary, Interests, and Insights
- Advocate for independent UI/UX from platform. Main Contributor of Log4K
- Main Contributor of LifecycleHandler

Android Architecture Components/JetPack Anvil/Dagger 2/RxJava 2/Retrofit 2/... Kotlin Multiplatform/Kotlin Coroutines custom Kotlin Compiler Plugins/... custom KSP plugins/... Jetpack Compose/View Binding/...

Professional Summary, Interests, and Insights:

- Android is partially open source OS

- He generally interested in distributed computations.

#### Software Architecture Clean Architecture/Hexagonal Architecture

Unidirectional data flow Architecture Stateless Architecture Logic Tree Architecture MVVM/MVI/MVP/RMVVM

## Principle

Clean Code/SOLID Object Oriented Programming Functional Programming Isolation/Reproducibility Stable Dependencies Principle Stable Abstractions Principle

### Design Pattern

Factory/Builder/Singleton/.. Adapter/Facade/Proxy/Visitor/Delegate/... Strategy/Chain of responsibility/...

### **Modularization Strategies**

Applying DIP/Decrease incremental build time Code isolation to reduce dependencies

#### Continuous Integration/Deployment Jenkins, GitLab CI, Fastlane

**Android Performance Optimization** 

### memory management/threading/profiling tools

**Android Security** encryption/secure networking/permissions model

### Android Test and Verification

Unit/Integration/Mockito/Espresso/JaCoCo/... Detekt plugins/Konsist

### Android Build System

ProGuard/R8/custom Gradle plugins

### Nix/Gradle/Cargo/Sbt/Maven/Ant/Make/... Command Line Tool

**Build Tool** 

tmux/bash/grep/sed/netstat/awk/podman/... adb/sdkmanager/avdmanager/...

actix/rusglite/tokio/thiserror/crossbeam tonic/prost/openssl/flatbuffers/thrift Rc/Arc/Mutex

Professional Summary, Interests, and Insights:

Rust's type system is what you need for scale-up.
 Borrow Checker restrictly stops any memory leaks.

## - The second most efficient programming language.

## Podman/Docker

Buildkit/Compose/Cache

Professional Summary, Interests, and Insights:

- Reproducibility is the key to productivity. Isolation is the key to reproducibility.

## Nix

NixOS/Nix Darwin mkDrivation/mkShell

Professional Summary, Interests, and Insights:

- Reproducibility and isolation are guaraneed.

 Respecting pure functions, building block of caching.
 More consistent caching experience than containers. - Honored to be a NixOS Maintainer (2023-Present).

## **Programing Language**

Kotlin/Rust/Pvthon/Java/Scala Groovy/Dart/Javascript/Ruby...

# Workflow

Trunk Based development/Github flow/Git Flow Cross-functional team

**Operating System** Linux(NixOS/Fedora/Ubuntu/Debian), MacOS

## Achievements and Recognition

2024 Second position in AWS Summit's Gameday 2024 Second position in Toronto Machine Learning

#TMLS Hackathon 2020 Had an offer from MobileLIVE, Toronto, Canada

2020 Had an offer from iFood, Remote 2019 Had an offer from Kik, Kitechener, Canada

2019 Had an offer from Letgo, Barcelona, Spain 2019 Had an offer from CRITICAL Techworks, BMW, Porto, Portugal

2019 Had an offer from The Next Big Thing, Berlin, Germany 2018 Received result-oriented badge in Sheypoor - 2007 Ranked 44th among more than five thousand

participants in the National Graduate Entrance Exam in

## Language

**Physics** 

English: Advance Farsi: Native

The latest version of this resume is available in github Built on November 11, 2024