

# RAHMA R. MAHDI

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## PROFESSIONAL SUMMARY

Software Engineer with 3+ years skilled in debugging complex systems, toolchain migration, and UI frameworks. Proven ability to collaborate across global teams to support **server, and client** platforms in fast-paced environments. Experienced in Agile development, PR workflows, and collaborating with global teams to meet internal milestones. Passionate about building accessible, performant user experiences for millions of users.

## TECHNICAL SKILLS

**Languages:** Python, JavaScript, C++, [Node.js](https://nodejs.org/), Typescript, HTML, CSS, SQL,

**Frameworks & Libraries:** React, React Testing Library, PyData, TensorFlow/LiteRT, Git, PostgreSQL, Jenkins

**Technologies:** GitHub, Slack, Jira, Agile/Scrum, Confluence, Microsoft Office, A/B testing, Telemetry monitoring

## EXPERIENCE

### Associate Software Engineer, Frameworks (Contract)

San Francisco, CA

Sony Interactive Entertainment

Jan 2025 – Present

- Contributed to feature integration and platform migration for PlayStation UI frameworks, collaborating with Design and QA to support stability and stay aligned with **global release milestones**.
- Proactively identified and resolved 100% of **product security-related issues** by cross collaborating with **U.S and Tokyo teams** to mitigate Coverity defects and ensure the project stays in production.
- Enabled cross-functional ramp-up by onboarding senior engineer; creating technical documentation that ensured smooth handoff of complex native-layer systems for **in production application and libraries**.
- Documented technical workflows including updated GitHub README files and **internal knowledge base** articles to support reproducibility and ease future production deployments.

### Software Engineer Intern, Machine Learning on Client

San Francisco, CA

Sony Interactive Entertainment

Jul 2024 – Jan 2024

- Led **end-to-end rollout** of a machine learning deployment to 20% of PlayStation consoles, coordinating testing, validation, in addition to **updating key stakeholders** across QA, ML, and DevOps teams.
- Proactively aligned **deployment schedules**, tracked CI/CD readiness and telemetry monitoring to mitigate risks pre- and post-release, as to regularly update security teams and technical leadership.
- Configured multi-platform environments on macOS and Windows, reducing setup errors by 50% through improved dependency resolution, SSH configurations, and Gradle adjustments, enhancing cross-platform development efficiency.
- Supported the development of a business case for this on-device ML deployment, achieving approximately **30% data download reduction** and contributing to significant backend bandwidth savings and infrastructure cost optimizations.

### Software Engineering Fellow

San Francisco, CA

Google

Nov 2024 - Feb 2025

- Contributed to UI redesigns for the Tech Equity Collective Initiative, delivering features aligned with stakeholder vision and completing all scoped tasks ahead of the **two-month release deadline**.
- Scoped and prioritized UI redesign tasks in collaboration with product and engineering leads, using **Agile workflows in JIRA** to deliver timely, iterative improvements that supported key feature goals.

### Full-Stack Software Engineer (Contract)

San Francisco, CA

Technica

Nov 2022 - Dec 2023

- Led a cross-functional team of 14 engineers across multiple initiatives, driving alignment through daily Zoom stand-ups, tracking progress against milestones, and ensuring **on-time delivery of key deliverables**.
- Maintained and scaled open-source technical curriculum, accelerating access to high-quality learning resources for **600+ developers** and enabling faster upskilling for engineering teams.
- Championed the rollout of React Testing Library as part of a broader quality strategy, leading cross-functional coordination to **increase test coverage by 70%** and significantly improve application stability, release confidence, and long-term maintainability.

### Software Engineer Intern

Berkeley, CA

EDGE in Tech™ Initiative at UC Berkeley

Aug 2021 - May 2021

- Built responsive UI components for web application to visualize and present data analysis findings, including notable test score improvements ( $p < 0.001$ ), for the School of Education.
- Maintained data analysis tool using PyData (Python) to clean and analyze over 250,000 state testing scores, identifying correlations with ed-tech integrations.

## EDUCATION

**University of California, Berkeley** B.A. (Human Computer Interaction)

Natural Language Processing, Python, Git, Linux, SWE Certificate (2023), UC Regent's Scholar (awarded top 1% merit scholarship)