

MOSTAFA SADRAII

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TECHNOLOGIES

Languages: Fluent in Kotlin, Java, SQL, HTML, CSS, and PHP. Familiar with Python, C, C++, Objective-C, and JavaScript.

Frameworks and Libraries: Android Jetpack & Compose, Material Design, DI, Retrofit, Firebase, AWS, and Google Cloud.

PROJECTS

Should I: Crowd-sourced photo-sharing and decision-making Android app. Published on the Play Store.

[github.com/sadraii/should-i] [play.google.com/store/apps/details?id=com.sadraii.shouldi]

Multidex: Visual time journal Android app with custom views and touch detection. [github.com/sadraii/multidex]

LandGrab: Turn-based iPad game with 4 players fighting to take over the board. [github.com/sadraii/landgrab]

Multi-User Chat: Client-server console C++ application where users can synchronously chat in multiple chat rooms.

Computer-Controlled Light Tracker: Autonomously finds and tracks the brightest light source. [bit.ly/2SP9RII]

PROFESSIONAL EXPERIENCE

Technical Solutions Engineer | *Accenture Flex at Google Stadia* | Mountain View, CA | June 2020 – Present

- Streamlined Stadia's partner certification process with TechCert and QA teams on advanced technical cases, deep performance analysis, and release-critical issues.
- Improved the Stadia platform by isolating bugs and documenting solutions and partner feedback for Google's internal engineering teams.

Application Support Engineer | *Accenture Flex at Google Stadia* | Mountain View, CA | June 2019 – June 2020

- Onboarded Google's cloud gaming partners by resolving technical issues with C, C++, and Stadia's gaming API.
- Increased solutions capacity to 400 gaming partners by leading and mentoring a team of 5 support engineers.

Android Software Engineer | *Self-Employed* | San Bruno, CA | November 2019 – Present

- Developed an end-to-end mobile application using Kotlin, Architecture Components, Coroutines, and Firebase.
- Built front-end navigation, back-end services, and user interface using an iterative approach.
- Designed a no-SQL data model with indexing and query optimization to facilitate data consistency.

Managed Services Consultant | *eGain Corporation* | Sunnyvale, CA | May 2017 – May 2019

- Expanded reporting to 300 partners and reduced analytics generation time by 25x with automated batch scripts.
- Eliminated abandoned customer chats by 52% by authoring virtual assistant chatbots using case-based reasoning.

Technical Account Manager | *eGain Corporation* | Sunnyvale, CA | February 2014 – May 2017

- Reduced customer support turnaround time by 120x by developing a chat transcript tool in Java.
- Optimized log search by building a Java tool that parsed log exceptions across multiple file-formats.
- Enabled instant gathering, compressing, and uploading of server logs by creating a log extraction Java tool.

Information Technology Consultant | *Sonoma State University* | Rohnert Park, CA | August 2011 – November 2013

- Developed the Extended Education desktop and mobile responsive website. [sonoma.edu/exed]
- Enabled instant lookup of courses in registration forms by engineering query caching algorithm in PHP.

Senior Web Abuse Specialist | *Myspace* | Beverly Hills, CA | July 2007 – July 2008

- Identified and eliminated spamming, phishing, and exploit attempts in all areas of the Myspace site.
- Displayed strong internet investigation, evidence gathering, and pattern recognition skills.

Quality Assurance Tester | *Electronic Arts* | Playa Vista, CA | June 2005 – September 2006

- Discovered and regression tested defects in the games Black & White 2 and LOTR: The Battle for Middle-earth II.
- Supervised the DevTrack bug database and developed DevTest test suites.

EDUCATION

B.S. in Computer Science | Sonoma State University | Rohnert Park, CA | May 2013

Developing Android Apps | Udacity | Completed the full course and created a weather forecast app.