**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.

**PROFESSIONAL EXPERIENCE**

**Accenture Flex at Google Stadia** Mountain View, CA

**Technical Solutions Engineer** 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** 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.

**Self-Employed** San Bruno, CA

**Android Software Engineer** November 2019 – Present

* Developed a photo-sharing app 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.
* Released on Play Store. [[github.com/sadraii/should-i](https://github.com/sadraii/should-i)][[play.google.com/store/apps/details?id=com.sadraii.shouldi](https://play.google.com/store/apps/details?id=com.sadraii.shouldi)]

**eGain Corporation** Sunnyvale, CA

**Managed Services Consultant** 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** 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.

**Sonoma State University** Rohnert Park, CA

**Information Technology Consultant** August 2011 – November 2013

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

**Myspace** Beverly Hills, CA

**Senior Web Abuse Specialist** 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.

**Electronic Arts** Playa Vista, CA

**QA Engineer** 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.

**PROJECTS**

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

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

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

**EDUCATION**

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