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| (310) 906-8900  San Bruno, CA | **Mostafa Sadraii** | msadraii@gmail.com  [sadraii.com](https://sadraii.com) |

**Technologies**

**Languages:** Kotlin; Java; C; C++; Objective-C; SQL; JavaScript; HTML; CSS; PHP; PowerShell

**Frameworks and Libraries:** Jetpack Compose, Android Jetpack; Material Design; Retrofit; Google Cloud; Firebase; AWS

**Projects**

**Should I -** Crowd-sourced photo-sharing and decision-making Android app. Published on the 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)]

**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.

**Computer-Controlled Light Tracker -** Autonomously finds and tracks the brightest light source. [[bit.ly/2SP9RIi](https://bit.ly/2SP9RIi)]

**Professional Experience**

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

*Technical Solutions Engineer*  June 2019 – Present

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

*Application Support Engineer*

* 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.

**eGain Corporation**  Sunnyvale, CA

*Managed Services Consultant* Feb 2014 – 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*

* 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* Aug 2011 – Nov 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* Jul 2007 – Jul 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

*Quality Assurance Tester* Jun 2005 – Sep 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**

**Sonoma State University**, B.S. in Computer Science. Major GPA: 3.3. Coursework: Data Structures, Operating Systems; DBMS Design; Algorithm Analysis; Computer Architecture; Computational Theory.

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