

Sepandar Sepehr

Los Angeles, California, United States

sepandar.sepehr@gmail.com

310-862-0189

[linkedin.com/in/ssepehr](https://www.linkedin.com/in/ssepehr)

Summary

- Senior Software Engineer with 8 years of experience in various industries including e-commerce, logistics, ride sharing and gaming and across specialized platforms and tools
- Ph.D. in Information Systems from McMaster University with a M.Sc. in Computer Science

Experience

⚡ Senior Software Engineer

Bolt

Mar 2021 - Present (1 year 7 months +)

- Was hired to help scale merchants' launch at Bolt (e-commerce company currently valued at \$11 billion), while leading the relationship and delivery with key vendors including Salesforce.
- Built and delivered key features for enterprise merchants' launch on Bolt checkout platform. Features involved updating frontend code in Typescript and React Redux, backend code in Golang, REST and GraphQL APIs, and Salesforce Commerce Cloud (SFCC, a major ecommerce platform) cartridges in JavaScript.
- Planned, designed, and lead the migration of Bolt checkout integration with Salesforce Commerce Cloud (SFCC) platform merchants away from using integrated cartridges towards using Open Commerce API (OCAPI). This project took 8 months with a team of 5 from start to migration of an existing merchant to the new integration. Completion of it was hinged on success collaboration with various internal and external partners, as well as advanced technical knowledge required to move integration forward.
- Lead building of a new checkout flow for SFCC merchants, which enables them to list and sell their items on different publisher platforms.
- Hired and trained new engineers and expanded the team to ensure successful delivery and migration of legacy systems.
- Participated in triage oncall, which involved in gatekeeping any unaccounted yet time sensitive issues as well as deployment pipelines on Docker and Kubernetes using CircleCI.



Software Engineer II

Uber

Feb 2019 - Mar 2021 (2 years 2 months)

- Was hired as part of new Canadian HQ to specialize in the launch of new products such as Carpool and Marketplace Health.
- Carpool: Worked on technical requirements and launch of a new product on existing Uber platforms. Delivered the APIs that were used by mobile applications to schedule and book carpool trips.
- Marketplace Health: Designed and built a machine learning platform for training and evaluating Bayesian Models using internal workflow management systems (including Cadence <https://cadenceworkflow.io/>). Collaborated with Data Science team for building monitoring and diagnosis systems of various markets.



Software Development Engineer II

Amazon

Oct 2016 - Jan 2019 (2 years 4 months)

- Was hired to support the design and implementation of intricate logistics and metrics for Amazon delivery partners.
- Worked on metrics side of Amazon's Last Mile, for both third party companies and Amazon Flex delivery partners (<https://flex.amazon.com>).
- Designed and implemented an ingestion system for various streaming sources into our custom built data storage and metric calculation platform using Apache Spark and AWS Kinesis Stream.
- Built and maintained multiple metrics using Apache Spark SQL.
- Designed and implemented a new serverless service for calculating score of delivery partners using different AWS tools.



Software Development Engineer

Amazon

Jul 2015 - Oct 2016 (1 year 4 months)

- Launched initial version of metrics monitoring website for Amazon Flex partner companies.
- Helped with improvements and maintenance of Amazon Flex's work tracking.



Data Scientist/Software Engineer

ThinkData Works

Jul 2014 - Jun 2015 (1 year)

- Set up an open data portal for municipalities to share their datasets with the public
- Helped with the design and implementation of an open data platform that aggregates open data from multiple sources using Ruby on Rails, MongoDB, Elasticsearch, and AngularJS.
- Led the data team in data import/onboarding process that included cleaning and importing numerous data-sets



Research Assistant

McMaster University

Sep 2010 - Sep 2014 (4 years 1 month)

- Conducted research on the following general areas: Human Computer Interaction, Game-Based Learning, Engagement in Video Games, Gamification, Usability / User Interface Design
- Evaluated Application of Neuroscience in Information Systems (NeuroIS) stream
- Delivered report and prepared a conference paper

Technical Writer

Jan 2013 - Jul 2014 (1 year 7 months)

Assessed clients' research and development and prepared technical reports for Canada Revenue Agency's (CRA) Scientific Research and Experimental Development (SR&ED) Tax Incentive Program



Teaching Assistant and Guest Lecturer

McMaster University

Sep 2008 - Apr 2014 (5 years 8 months)



Communications and International Officer

CUPE3906

Aug 2011 - Jan 2014 (2 years 6 months)



Research Assistant

McMaster University

Sep 2008 - May 2010 (1 year 9 months)

Web Developer Intern

ST-Online GmbH (Germany)

Jun 2007 - Aug 2007 (3 months)

Implemented an account management system using PHP and MySQL and RADIUS Server.

Education



McMaster University

PhD, Information Systems

2010 - 2014

Dissertation Title: Understanding the Role of Competition in Video Gameplay Satisfaction

Combined software engineering knowledge with information skills to better understand human interaction when it comes to competitive and non-competitive behaviours in the gaming industry



McMaster University

M.Sc., Computer Science

2008 - 2010

Prototyped a tool that supports editing and manipulating tabular expressions for software requirements and inspection documentation.



University of Tehran

B.Sc, Computer (Software) Engineering

2004 - 2008