Michael Vartan

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Work Experience

YouTube
2022 – Present

Senior Software Engineer

- Team lead in frontend infrastructure for YouTube app on TVs and consoles serving over 100M users/month.
- Designing/improving testing & deployment processes to detect regressions among a wide variety of devices & web browsers, decreasing the average time it takes for code to be live.
- Responsible for maintaining a YouTube application for smart displays like Nest Hub.
- Worked with and set requirements for the EngProd team to automate most of our QA, freeing up the QA team for more impactful work.
- Led performance optimization efforts, delivering faster app-starts year-over-year despite a growing application.
- Led efforts to add touch screen support, allowing our product to expand to vehicles such as Rivian.

Software Engineer II
2018 – 2022

- Helped launch a total rewrite of the TV application, resulting in ~2x performance across all metrics.
- Researched viability of several web frameworks using benchmark data from lab & users' devices.
- Collaborated on design for custom react-like framework, with strong focus on developer productivity & performance.
- Designed critical pieces of architecture such as focus management, CSS architecture, and critical logging.
- Implemented the bootstrapping of the application and many components.
- Onboarded dozens of developers across several teams to a brand new tech stack, mentoring and closely reviewing changes to establish clear patterns and reinforce best practices.
- Was recognized with the "YouTube Code Excellence Award H1 2021" for improving developer productivity.

Google
2016 – 2018

Software Engineer I

- Designed/implemented new web app using Angular/TypeScript and backend services to replace several legacy systems.
- Designed/implemented tool for calculating datacenter hardware upgrade headroom, unlocking millions of dollars in savings while reducing e-waste.
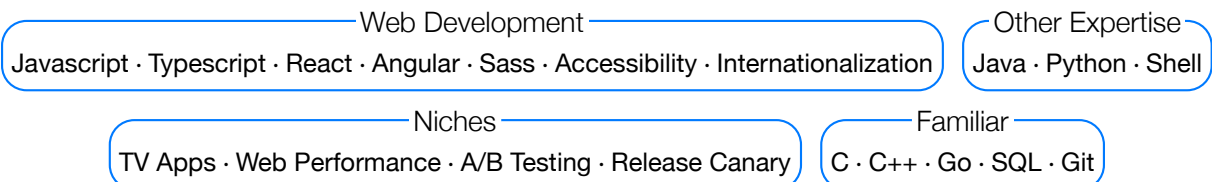
Exergy Controls
2014 – 2016

Hardware & Software Engineer

- Designed/developed web application which controls thousands of light fixtures simultaneously.
- Developed firmware for ARM chip, developed new product line for distributing and playing light shows.
- Designed/developed/deployed bluetooth android app for managing scheduled lights.

Skills

Web Development
Javascript · Typescript · React · Angular · Sass · Accessibility · Internationalization

Other Expertise
Java · Python · Shell

Niches
TV Apps · Web Performance · A/B Testing · Release Canary

Familiar
C · C++ · Go · SQL · Git

Education

3.9 GPA

California State University Long Beach • 2016
Bachelor of Science in Computer Engineering • Minor in Computer Science