

# MOSTAFA SADRAI

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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/sadrai/should-i](https://github.com/sadrai/should-i)][[play.google.com/store/apps/details?id=com.sadrai.shouldi](https://play.google.com/store/apps/details?id=com.sadrai.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://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/sadrai/multidex](https://github.com/sadrai/multidex)]

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