

Arash Rouhani

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ABOUT ME

I'm a developer at YouTube (Google) building viewer-facing features using RPC-based C++ technologies.

TECHNOLOGIES

- Written **C++** for 7+ years at Google.
- Used **Python** professionally and done major open source contributions (see Luigi).
- Functional Programming: Used **Haskell** in open source projects

WORK EXPERIENCE SUMMARY

See detailed descriptions on page 2.

Senior Software Engineer

Google

Zürich

2017-ongoing

- Feature development at Google scale and mentoring around 5-10 engineers.
- Learned the technical design that powers much of YouTube.

Software Engineer in R&D

VNG Corporation

HCMC, Vietnam

2015-2017

- NLP, writing data pipelines and guiding the big data architecture.

Big Data Engineer

Spotify

Stockholm, Sweden

2014-2015

- Data platform development and supporting our Luigi and Apache Crunch users.

In addition to full time employments. I've had 5 tech internships, including at **Meta** and **Spotify**.

PROFESSIONAL QUALIFICATIONS

- Previously chief maintainer of Luigi, a popular open source task orchestrator.
- Second best Swedish participant in Google Code Jam 2010 and TopCoder Open 2010.
- Won the Swedish national Informatics Olympiad in 2009. Participated in IOI 2009 in Bulgaria.
- I use Linux and git/Mercurial on a daily basis and I have written many zsh shell plugins.
- Graduate thesis on the Haskell compiler (description, pdf).

EDUCATION

- Master's degree in Algorithms, Languages and Logic from Chalmers (August 2009 to April 2014)
- Graduate level exchange studies at Georgia Tech (August 2012 to May 2013)
- GPA of 4.67/5.00 and 3.87/4.00 respectively. More info on my website.

OTHER MERITS

- Organizing the informatics contest in Sweden. I've authored about 30 tasks (with solutions and input data) and traveled to Estonia (2010), Denmark (2011), Latvia (2012), Taiwan (2014), Kazakhstan (2015) and Norway (2017) as a team leader with the Swedish IOI team.

Still curious? This page goes into more detail about my professional experience.

WORK EXPERIENCE

Senior Software Engineer

Google

Zürich

2017-ongoing

- Developed and launched key features for a popular YouTube monetization product, impacting hundreds of millions of users and generating millions in annual revenue.
- Worked on many of the big YouTube system like LiveChat, Comments and Creator Studio.
- Created new C++ servers, services and handlers and interfaced with many of YouTube's serving systems.
- Automated testing: Unit tests, handler tests, screenshot tests, verified mocks and end-to-end tests.
- Worked with ML models that predicts our user success metrics.
- Been the go-to person for A/B testing. I've improved many of my peers experiment designs to become measurable. Often saving weeks of experimentation time.
- Conducted 70+ technical and leadership interviews.
- Utilizing Google's AI-based code generation tools to reduce development time.
- Development on Android, iOS and Web clients where existing client capabilities were lacking.

Software Engineer in R&D

VNG Corporation

HCMC, Vietnam

2015-2017

- Comprehensive NLP on Vietnamese news articles - from word tokenization to topic modeling.
- Data analysis using Jupyter and Pandas.
- Guided the big data architecture on a high level while also solving low level issues (example).
- Greatly inspired the whole team to write better code.

Big Data Engineer

Spotify

Stockholm, Sweden

2014-2015

- Developed data engineering tools and provided expert consultation for the company's Big Data users.
- Spearheaded the adoption of Luigi for workflow orchestration and Apache Crunch for ETL.
- Contributed to substantial improvements in Luigi's code quality and performance, leading to my appointment as Chief Maintainer.

Big Data Tech Intern

Meta

Menlo Park, CA, USA

Summer 2013

- Worked on an internal job scheduler written in Python, integrating with HBase to manage dynamic region mappings using reactive programming.
- Replaced a MapReduce job with a solution leveraging said internal scheduler, achieving a 2x performance improvement.

To see my CV without a watermark, please reach out to me over email!