

# Navid Rojiani

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## Experience



### Senior Software Engineer/Technical Lead

Walmart Global Tech

May 2021 - Present (10 months +)

Sr. Software Engineer and Tech Lead for the COSTL Device Team.

Co-designed the “Sesame Street” Point of Sale device architecture currently being adopted by several organizations in Walmart, from Staffed Lanes, Self-Checkout, Returns, Fuel & Carwash Services, Financial Services, and more. The layered architecture decouples web or mobile app logic from device-layer concerns (SDKs, firmware, communication protocols, OS). This reduces development time for client app teams and providing flexibility to mix and match devices and models, including payment terminals, barcode scanners, receipt printers, and more. Most importantly, the architecture is designed to minimize vendor lock-in and dependence, which gives Walmart full quality control over its in-store tech while driving significant cost savings.

My responsibilities in this role include: leading the software development of a 10+ person team that owns the COSTL Device Management app and libraries (Kotlin, Java, TypeScript) used by several teams; translating business requirements into technical solutions and providing estimates; providing consultation to teams using our device framework; reviewing designs and pull requests; discussing org-wide technical direction & challenges with other leads & director; analyzing issues in prod; designing and documenting software systems and components; and occasionally coding (mainly POCs, experimenting with new technical approaches or tools, or to outline a solution).



### Software Engineer 3

Walmart Global Tech

Jun 2019 - May 2021 (2 years)

- Served as technical lead for a new greenfield project for the device management team. Designed software systems for multiple OS's & platforms, provide technical guidance to software engineers on the team, write and review code, and communicate with Project Managers, Product Owners, SDMs to ensure requirements and specifications are translated into actionable user stories, so that the product is implemented and delivered on time.
- Designed & implemented a deployment client and REST service now used on Self-Checkouts and other POS systems in > 750 stores. The system provides remote control of which applications (& versions) are deployed to any client system, & managing their download, update, & execution. The system fills a gap in deploying multiple interdependent applications on some of the Self-Checkout & staffed lanes where other deployment options (containerized, VM) isn't an option.
- Lead an effort to mandate code quality tooling (static analysis, 80%+ code coverage, auto-formatting) for all repos on the team & partnering teams, and setup integration of these tools (Jacoco, PMD, Detekt, eslint, etc.) with build tooling (Gradle, npm/yarn) and CI. Wrote a guide to Code Reviews followed by the team to ensure our codebases are maintainable & healthy.

- Lead a 10-week learning cohort where developers learned Native Android development using Kotlin.
- Contributed to the development and launch of a new Java application in Fall 2020 which enables seamless interoperability of cash acceptors & other devices with Self-Checkout web applications.
- Set up integration tests for the project and wrote several utilities to simplify writing integration tests, including classes for monitoring all incoming & outgoing MQTT activity and for easily validating that JSONs contain certain expected properties.



## **Software Development Engineer II**

Amazon

Mar 2017 - May 2018 (1 year 3 months)

As part of the Checkout team, which owns the retail Amazon.com checkout experience for all platforms & countries, I contributed to the server-side software, particularly the Checkout API and Java web apps & services.



## **Software Development Engineer**

Amazon

Aug 2015 - Mar 2017 (1 year 8 months)

- Played a key role in building the Amazon Shopping app for Apple TV (released in Dec. 2016) by contributing to both the Checkout REST API and tvOS client app. Worked with both Checkout and ShopTV teams to ensure that the "S-Team Goal" was delivered weeks early despite an aggressive timeline, and that VP/CEO demos were positively received.
- Worked on a small team designing a REST API for Amazon.com Checkout. My responsibilities included designing API schemas for several of the entities, writing documentation & API contract specifications, & implementing a mock backend for the API to be used for development of the Apple TV client app while the Checkout API was still being developed.
- Contributed to building the Swift tvOS client app by helping to integrate the Checkout API and implement the functionality for Checkout and other parts of the app.
- Developed most additional functionality needed to expand the 'Manage Your Payment Methods' and associated pages in the 'Your Account' section of the Amazon.com mobile app (& mobile browser) to Japan, France, & India.
- Implemented several Checkout-related features for AmazonFresh when it was integrated into the Amazon.com Retail Website for mobile app/browser.
- Primary developer for Checkout in the new Fire TV Shopping app after its initial launch in the US. During this time we have expanded to Germany & the UK, and partnered with companies to enable "Watch & Shop" Fire TV apps.



## **Software Development Engineer Intern**

Amazon

May 2014 - Aug 2014 (4 months)

- Developed the Voice Search feature in the Amazon Shopping app for Android. This included the client code for calling the voice recognition service (now part of Alexa) in the app, developing the UX (the UI, animations, and sounds) for the feature in native Android, controlling the search functionality, & handling user input & error. For this feature I worked with the UX team, Project Managers, and consulted with a Senior Software Engineer to ensure that the feature met all functional and quality requirements and was delivered on time. The feature is now also used in the Amazon Prime Now app.
- Created a prototype app for Google Glass for usability testing of Amazon's voice recognition service for the Glass device. Presented the results to researchers & senior engineers.

- Gained experience in Agile methodologies, git, and software design patterns.

## Education



### Virginia Tech

Bachelor's Degree, Computer Science

2012 - 2015

## Skills

Software Engineering • Kotlin • Java • Software Development • Android Development • Computer Science • iOS Development • Mobile Applications • Algorithms • Object-Oriented Programming (OOP)

## Honors & Awards



### Best Intern Project - Amazon

Aug 2014

Awarded 1st prize at the Mobile Shopping department's Intern Project Fair



### CSRC Scholarship Award Recipient - Department of Computer Science at Virginia Tech

Jun 2013

Selected by the Department of Computer Science based on academic excellence