

ADAM DOU

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I'm a passionate builder of user-focused products, driven by a desire to create innovative, scalable, and maintainable solutions that truly make a difference. Over 20 years of experience has honed my ability to lead teams effectively through the full development lifecycle, from initial concept to successful launch and beyond. I thrive on empowering teams to deliver high-quality software quickly and reliably, fostering a collaborative environment where everyone can contribute their best.

EXPERIENCE

Arta Finance - *Software Engineer*

Nov 2023 – Jan 2025

- Initiated and lead efforts to improve development productivity through systemic improvements and mentoring.
Systems: new Riverpod dependency injection framework; Widgetbook driven component development; Sanity CMS integration; Investigate AI integrations for tooling and products
Mentoring: code reviews and 1:1 meetings; encourage designs and best practices to promote reuse and maintainability
- Developed and launched several product features: Asset reallocation over time; Google Vertex AI search integration; 3P integration with Calendly; Billing + invoice generation; Family office service brochures

Google / YouTube - *Staff Software Engineer, Senior Software Engineer*

Mar 2015 – Oct 2023

- TL on the Livestreaming team (10 eng immediate team, 50 eng extended team), major efforts include:
3P tools: Provide the best set of tools for live creators by extending the Live streaming 3P API; identify and reach out to key 3rd party partner companies; align x-functionally (internal) to support 3P efforts
Web frontend and serving stack: maintain and develop the web frontend for live streams. Owned shared web and mobile backend service. Work with partner teams to implement new features. Adapt to YouTube wide requirement changes and tech efforts.
Monetization: Introduce ad formats and ways that ads are served and controlled on for live streams.
Engineering Excellence: introduce and align on requirements for product development and release processes to reduce outages and regressions. Achieved through defining design review , testing, monitoring, and experimentation best practices.
- TL responsibilities included: Leading design and design reviews for all aspects of the technical systems; Owning the reliability of the live systems - setting up and participating in incidence response; Mentoring more junior engineers
- Collaborated x-functionally to develop and execute on product and technical roadmaps. Launched:
Live Control Room: (75k DAU) rewrite of tools for creating and managing live streams. Lead team of up to 15 eng over 2 years. Aligned tech with broader YouTube systems
Cross team efforts to bring features to live: memberships, shopping, captions
Browser based webcam streaming: Launched WebRTC based webcam streaming which unlocked the infrastructure to enable mobile streaming
Entity based logging: Drove adoption of new entity based logging across YouTube. This efforts helps gather cross-user metrics that were previously not possible
- Contributed to 25x growth for streams and channels, 12x growth in watch time and viewers - resulting in live streams contributing to 10% of YT watch time, and over 20x growth in revenue.

Google / Search - *Senior Software Engineer, Software Engineer*

Dec 2011 – Mar 2015

- TL for projects: designed and built "Ok Google" hot word integration on Chrome; Linking web search and phone actions
- Implemented and launched: Ad formats for lower tier mobile devices, Google search onebox features (Sunrise, When is, Localtime)

University of California, Riverside - *Graduate Student Researcher*

Sep 2006 - Dec 2011

- Research in the Distributed and Real-time Systems Lab. Main projects: Deadline aware mobile MapReduce framework; Efficient indexing systems in flash equipped sensor devices; Peer-to-peer precision based caching for dynamic data streams

EDUCATION

PhD, Computer Science, University of California, Riverside

Dissertation: "Scheduling in Multiprocess Systems"

BASc, Computer Engineering, University of Toronto

SKILLS AND TECHNOLOGIES

Skills: Tech leadership, Frontend, Fullstack, System architecture, API design

Main: Typescript, Javascript, Python, Dart, Flutter, Web, HTML, CSS, Spanner (SQL), Protobufs, gRPC

Other: C++, Java, C#, Lua, Angular, VueJs, React, Redux