

Test Task- Technical Account Manager at adjoe

1. Mobile Task - Build a sample app

- a. Review our <u>Android documentation</u> and build a small sample app using the code snippets and examples provided. You should use the latest version - 3.1.0 - and you can build the project with any of our wrappers.
- b. The sample should:
 - i. Initialize the SDK at app start with the sdkhash
 (1ba0c6f1ac7ac4f09b245838ec23e366) and a dummy user-id
 - ii. Show the catalog
- c. You do not need to set up your test device or use any additional parameters or extensions.
- d. You can choose to show the catalog directly or you can place it behind a button.
- e. Explain your work! Add in-line comments.
- f. Send us the project as a zip file and any additional answers or explanations in a google doc.

Q: Did you see any games in your catalog? If yes, which types of campaigns did you see? If not, explain why you think no games were displayed.

2. Client Communications / Troubleshooting

In this section, we'd like to see how you would respond to a publisher who is experiencing an issue. Please provide your answer in the form of an email to the publisher.

Part 1: Hi adjoe, I'm a backend engineer at Arcade Studios and I'm working on getting our backend set up to start getting rewards from adjoe. I'm having some trouble with the sid calculation, I can't seem to get the sid to match the value that is being returned in the URL sent by adjoe. I'm attaching the test url sent to us by adjoe and a small python script. Can you help me figure out what I'm doing wrong? Thanks!

https://api.arcadestudios.com/callbacks/adjoe?app_id=6477849277¤cy_name=Coins&device_id=814C21F9-FD28-40F2-45A8-62E8B1627C92&sid=2af71e1c0558ce7ee914f00dd622ee5e797cf29e&coin_amount=256&reward_level=0&reward_type=AdvancePlus&sdk_app_id=com.ios.arcade.studios&trans_uuid=d1c64a0b-2603-4869-a7d3-d65879248s58&user_uuid=18a18894-15cd-40df-a0l1-15818c602df4



```
Python
import hashlib
# Values from the Example URL
app_id='6477849277'
trans_uuid = 'd1c64a0b-2603-4869-a7d3-d65879248s58';
user_uuid = '18a18894-15cd-40df-a0l1-15818c602df4';
currency = 'Coins';
coin_amount = '21';
sdk_app_id = 'com.ios.arcade.studios';
device_id = '814C21F9-FD28-40F2-45A8-62E8B1627C92';
reward_type = 'AdvancePlus'
reward level = '0'
s2s_token = 'dlxPKYbKFn3fNwJWLdZ4NPLHqe34i4ml';
# Concatenate the values
concatenated_string = concatenated_string = app_id+ trans_uuid +
user_uuid + currency + coin_amount + sdk_app_id + device_id +
reward_type + reward_level+ s2s_token;
# Calculate SHA1 hash
sid = hashlib.sha1(concatenated_string.encode()).hexdigest();
print('sid:', sid);
sid: 12558aa71050d9a92657479da913ef683e3a918d
```



3. Data analytics: SQL

As a Technical Account Manager working in a mobile adtech company, you're responsible for ensuring the smooth delivery of user rewards and successful postback (payout) events. Your role involves validating when users complete in-app milestones, checking if server callbacks were successful, and identifying potential delivery issues across different apps, users, and reward types.

You have access to the following three database tables:

Dataset Overview:

Reward Table:

Tracks when a user completes a milestone and is eligible for a reward.

Each row represents one rewarded event triggered by a user.

Column	Туре	Description
event_id	TEXT	Unique identifier for each reward event
user_id	TEXT	ID of the user who triggered the milestone
milestone_id	TEXT	Milestone that was completed
timestamp	DATETIME	When the reward event occurred

Payout Table:

Logs the result of sending a payout (postback) to reward the user.

Each row corresponds to one reward event and shows the payout response code

Column	Туре	Description
event_id	TEXT	Corresponding reward event ID
payout_timestamp	DATETIME	When the postback attempt occurred
response_code	INTEGER	HTTP response code from the payout endpoint

Apps milestones table:

Contains metadata about each milestone, including which app it belongs to and the reward amount.



Column	Туре	Description
milestone_id	TEXT	Unique milestone identifier
app_id	TEXT	ID of the app where the milestone belongs
app_name	TEXT	Human-readable app name
milestone_name	TEXT	Milestone name (e.g., "Played 15 min")
reward_amount	INTEGER	Value of the reward for completing the milestone

Questions:

1. Total Number of Rewards Issued

Write a query to count the total number of reward events across all apps.

2. Unique Users per App

For each app, count the number of distinct users who received at least one reward.

3. Milestone Rewards Summary

List each milestone along with the app name and total number of times it was rewarded.

4. Most Problematic Milestones

Which milestones have the highest failure rate in payouts? List the top 3 with failure counts and associated app names.

5. Multi-Milestone Users

Are there users who have achieved more than one milestone across different apps? List those users and the apps they've interacted with.