Jawwad Ahmad

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TECHNICAL SKILLS

- **Expertise:** iOS Development, Swift, Objective-C, Git, CI, Automation, Scripting
- **Proficient**: Python, Kotlin, Android, Java, Core Location, Core Bluetooth, EventKit
- **Exposure:** JavaScript, Java, Ruby on Rails, Scala, MySQL, MongoDB, AWS

WORK EXPERIENCE

Meta | Mobile Engineer (iOS & Android) | Menlo Park, CA — 07/19 – Current
- **Growth Notifications Team:** Designed and Implemented notification campaigns on both iOS and Android to re-engage stale users. Increased MAU and DAU, metrics that are cited directly on quarterly earnings.
- **Platform SDKs Team:** Modernized the Facebook iOS and Android SDKs, two of the largest open-source SDKs on GitHub. Assisted in planning, coordination, and execution of a multi-half effort to convert all iOS code from Objective-C to Swift, and Android code from Java to Kotlin, while maintaining API compatibility.

Formation (Formerly Build School) | Technical Mentor — 02/20 – Current
- Conducted mock interviews, and advised developers looking to accelerate their career growth.

Yelp | iOS Engineer, Core-iOS Team, Engineering Effectiveness Org | San Francisco, CA — 02/18 – 06/19
- iOS infrastructure development and support for all iOS teams (for roughly 50 iOS engineers) across Yelp.
- Responsibilities include development of standards, managing SDK updates, CI pipeline improvements etc.

Popup | Lead iOS Engineer | New York, NY (Remote) - *Contract* — 05/16 – 11/17
- Led engineering effort for a small stealth mode startup to build an event discovery app, designed to solve the problem of app abandonment by also serving as the user's daily calendar app, with social features.
- Implemented > 75% of app including, event creation, following users, chat, notifications, activity feed, etc.

Loke | Project Lead & Team Lead | New York, NY (Remote) - *Contract* — 06/16 – 12/16
- Led team in creation of location-aware social skateboarding app in Swift, with a Ruby on Rails backend.
- Implemented chat, crew/friend management, and a geofenced based rules engine on client and server to implement automatic check-in, check-out, and notifications to crew of skate session activity.

Mercury Intermedia | Senior iOS Engineer | Brentwood, TN (Remote) - *Contract* — 07/15 – 05/16
- Worked on complete rewrite of Red Bull TV iOS App. Implemented over 75% of new UI components.
- Introduced Swift into project and led the transition from Objective-C to Swift (from 0% Swift to over 80%).

AKQA | Senior iOS Developer | Washington, DC (Remote) - *Contract* — 04/15 – 06/15
- Worked on rewrite of USPS app in Swift, to reduce technical debt accumulated over 7 years.
- Implemented Schedule a Pickup, Schedule Hold Mail, Reminders, and Today View extension for tracking.

Onlife Health | Senior iOS Developer | Brentwood, TN (Remote) - *Contract* — 07/14 – 02/15
- Led development of Onlife Health's first mobile app. Implemented health assessment, goal planning and progress tracking features. Wrote over 60% of code for the new app, and implemented over 80% of the UI.
- Saved company > $320K with iOS POC, resulting in decision to pivot from Xamarin vendor to in-house team.

Cox Digital Exchange | iOS Software Engineer | Atlanta, GA — 11/12 – 08/14
- Proposed and led creation of company's first Android app. Maintained iOS App, and Ruby on Rails backend.
- Followed Agile & TDD methodology maintaining over 80% test coverage using RSpec, Jasmine & Cucumber.
- Sped up Jenkins CI build pipeline for iOS & Web; added linting tools (RuboCop, metric_fu).

Gate Guru | iOS Software Engineer | New York, NY — 02/12 – 10/12
- Worked on complete rewrite of GateGuru iOS app, in order to increase user engagement, resulting in acquisition by TripAdvisor 1 year after rewrite, with 1.5M downloads and 64K monthly active users.
- Contributed to RestKit, a popular (10K+ stars) Core Data iOS persistence framework, as contributor #6.

The New York Times | **Software Engineer** | **New York, NY**   09/08 – 12/11
- Engineered feeds for iPhone, iPad and Android, as well as RSS, Kindle, and any other custom feeds.
- Developed parsers to load external feeds (AP, Reuters, IHT, etc.) into internal CMS using Java and Perl.
- Created regression testing framework with Perl, enabling development team to iterate 2x-3x faster and significantly reduce technical debt; automated deployment process greatly reducing errors and rollbacks.

Cox Media Group | **Software Engineer** | **Atlanta, GA**   01/08 – 09/08
- Refactored common code out of 90 different XSLT files, minimizing total lines of code from 138,351 to 20,422 (85% reduction), drastically reducing turnaround time for updates and bug fixes by over 2x.
- Implemented custom logging solution in Java by extending log4j library for use with Apache chainsaw.

Verizon Wireless | **Software Engineer** | **Atlanta, GA**   04/05 – 04/07
- Automated generation of reports for team of network engineers to collect and analyze cellular network statistics using Java and Perl, reducing daily hour long manual process to minutes (95% improvement).
- Managed collection, parsing, and storage of data in Oracle on a Solaris box using Perl and Java.

EDUCATION

Bachelors of Computer Science, *Georgia Institute of Technology*   Dec. 2004

SIDE PROJECTS & ACTIVITIES

Kodeco (Formerly RayWenderlich.com) | Speaker, Author, Technical Editor
- Co-Author: Advanced Git - Wrote chapters for first edition and did a complete update of second edition
- Speaker: RWDevCon 2017 — Topic: Playgrounds in Depth (Rated #1 talk of conference)
- Speaker: RWDevCon 2018 — Topic: Xcode Tips and Tricks (Rated #5 talk of conference)
- Co-Author: Wrote the "What's new in Xcode" chapter in iOS 11 by Tutorials, Oct 2017
- Co-Author: Wrote 3 Chapters in iOS 9 by Tutorials: Learning the new iOS 9 APIs with Swift 2, Oct 2015
- Technical Editor: RWDevCon 2016. Audited the 8 talks in the advanced track.
- Technical Editor: The Swift Apprentice: Beginning Programming with Swift 2, October 2015
- Technical Editor: The tvOS Apprentice 1st Edition Feb 2016, 2nd Edition Sep 2016 & 3rd Edition Oct 2017
- Writer and Technical Editor for various iOS tutorials published at RayWenderlich.com

iOS Programming: The Big Nerd Ranch Guide | Technical Reviewer   2012 & 2014
- Technical Reviewer: iOS Programming: The Big Nerd Ranch Guide (4th Edition) — Feb 2014
- Technical Reviewer: iOS Programming: The Big Nerd Ranch Guide (3rd Edition) — Mar 2012

Objective-C to Swift Converter   2015 – 2017
- Created an 80/20 Objective-C to Swift conversion tool (Ruby/Python). Increased rate to 3x over manual-only.

MENTORING

Formation - Conducted mock interviews, advised developers looking to accelerate their career growth.   2020 - Now
Atlanta iOS Study Group — Held weekly meetings at ATL Tech Village to help others with iOS 6 development   2013
Ruby on Rails Study Group — Completed Ruby on Rails tutorial book with a small group of friends   2012
NYC iOS Study Group — Founded meetup (now 2K+ members) to help others with Stanford's iOS 5 class   2012
NYTimes Android Study Group — Led study group using a pre-release Android book sponsored by O'Reilly   2011
NYTimes iOS Study Group — Led internal study group for Stanford's CS193p iOS 4 class (from iTunes U)   2010

AWARDS

Top Rated Talk of Conference (out of 24 talks), *RWDevCon 2017*   2017
5th Rated Talk of Conference (out of 18 talks), *RWDevCon 2018*   2018
Hackathon Category Winner, *AT&T Digital Life Hackathon*   2015
Honorable Mention, *NYTimes Internal Tech Challenge*   2010 & 2011