

# Jawwad Ahmad

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## SKILLS

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- **Primary:** iOS, Android, Swift, Kotlin, Python, Objective-C, Git, Automation & Scripting
- **Other:** Java, JavaScript, Ruby on Rails, Scala, MySQL, MongoDB, AWS, CI

## EXPERIENCE

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**Meta** | **Mobile Engineer (iOS & Android)** | **Menlo Park, CA (Remote after COVID)** 07/19 – Current

- **Reality Labs Team:** I currently work on the [iOS](#) and [Android](#) apps for [Ray Ban Meta](#) smart glasses.
- **Mobile SDKs Team:** Maintained the open-source [iOS](#) and [Android](#) SDKs. Converted majority of iOS code from Objective-C to Swift (20% -> 70%), and Android code from Java to Kotlin (90%). Automated conversion partially with [script](#). See my [iOS commits](#) (top #2 contributor) & [Android commits](#) (top #3 contributor).
- **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](#) reports.

**Yelp** | **iOS Engineer, Core-iOS Team** | **San Francisco, CA** 02/18 – 06/19

- Supported iOS infrastructure and tooling for all iOS teams (for roughly 50 iOS engineers) across Yelp.
- Developed standards, managed major iOS SDK and Xcode updates, improved CI pipeline.

**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 & 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

### **MENTORING**

#### **Formation.dev | Technical Mentor**

02/20 – Current

- Conducted mock interviews, and mentored developers looking to accelerate their career growth.

### **STUDY GROUPS**

<b>DSA Study Group</b> — Created a study group for friends in order to help them solve LeetCode questions.	Ongoing
<b>Atlanta iOS Study Group</b> — Held weekly meetings at <a href="#">ATL Tech Village</a> to help others with iOS 6 development	2013
<b>Ruby on Rails Study Group</b> — Completed Ruby on Rails tutorial <a href="#">book</a> with a small group of friends	2012
<b>NYC iOS Study Group</b> — Founded <a href="#">meetup</a> (now 2K+ members) to help others with Stanford's iOS 5 class	2012
<b>NYTimes Android Study Group</b> — Led study group using a pre-release Android book sponsored by O'Reilly	2011
<b>NYTimes iOS Study Group</b> — Led internal study group for Stanford's <a href="#">CS193p</a> iOS 4 class (from iTunes U)	2010

### **WRITING, SPEAKING, TECHNICAL EDITING**

#### **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

### **AWARDS**

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