

KHALED AL-AMOODY, PHD

Senior Software Engineer

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Senior software engineer with **5 years** of professional work experience, specializing in frontend development, and possessing skills necessary for general full-stack development. Can quickly learn and leverage cutting-edge technologies, UI/UX principles and APIs to craft rich & inclusive user experiences.

Skills include:

- Frontend & Backend
- JavaScript & TypeScript
- React.js & Ember.js
- Node.js, Express.js & Java
- HTML & CSS/SASS
- Protobuf & PDL schemas
- REST & GraphQL APIs
- Client-Server Architecture
- NoSQL (MongoDB) & SQL
- Monitoring & Alerting
- Metrics/Logs/Traces
- Git/GitHub & CI/CD
- A/B Testing
- UI/UX Design
- Accessibility
- Selenium
- Team Leader & Player
- Agile/Scrum
- Python
- Godot & GDScript

EXPERIENCE

SENIOR SOFTWARE ENGINEER – LINKEDIN

SUNNYVALE, CA, USA

Nov '21 – PRESENT

Architected solutions across the stack – **web, Android & backend (Ember.js & Java)** – to improve user acquisition and retention for Premium subscription plans

- Led a **6+ engineer** team through the research, development, and launch of a new major subscription product, resulting in **+6% customer retention, +\$12.8M** annualized bookings, and the **CEO's recognition** in multiple company-wide communications
- Drove cross-platform product growth through **streamlining of user journey** & other product initiatives, contributing to **>\$35.5M** in annualized bookings & **+3% user engagement**, while maintaining quality through **automated testing**
- Mentored **3 interns** and multiple new hires, guiding one intern to a successful **conversion to a full-time role**
- Championed developer productivity by migrating team-owned pages to server-driven UI (**SDUI in Kotlin**), driving **TypeScript** migration on web, improving on-call processes, and contributing to internal tools & **component libraries**
- Elevated product quality through rigorous **accessibility** testing and **localization**, ensuring consistent and inclusive user experiences, including on the mobile web (built with server-side rendering, **SSR**)
- Resolved critical production incidents by leading investigations & mitigations; analyzing data using **SQL** queries, **Grafana** dashboards & **Python**; and improving system reliability through better **observability (monitoring & alerting)**
- Developed long-term marketing copies solutions enabling more than **3 teams** to experiment and deliver faster
- Architected scalable tracking systems and notification in collaboration with cross-functional teams, enhancing real-time communications and data-driven experimentation

LEAD SOFTWARE ENGINEER, INTERN – EWORX TECHNOLOGY

EDMONTON, CANADA

FEB '21 – Oct '21

Lead a team of developers to research, design, and build a multi-platform eCommerce integrator **web application**.

- Mentored and delegated tasks to a growing team of **Node.js backend** and **MySQL database** developers
- Lead the complete rebuilding of the **backend** from **PHP** to **Node.js**
- Planned, with the project manager, the short and long term goals of the project using **Jira**
- Created client-facing pages and reusable components using **React.js**
- Learned Dart to develop and debug **iOS** and **Android mobile applications** using **Flutter**
- Improved codebase readability by encouraging the use of Airbnb **coding standards** and formatting
- Developed a major page and **5 reusable components** (one used on **4/5 pages**) using **React.js** and **CSS**

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- Promoted **efficiency** for future **backend** development with a matrix to easily compare fields in different **third-party APIs** (including Amazon, eBay and WooCommerce)
- Conducted **peer code reviews** on all pull requests by the other developers
- Collaborated with developers to design **over 20** intuitive and visually consistent wireframes using **Figma**

SOFTWARE ENGINEER, VOLUNTEER – NEURALBERTATECH

EDMONTON, CANADA

MAY '21 – OCT '21

Worked across frontend, data analytics and game development on the Koalacademy language learning project.

- Overhauled pages to meet **UI/UX** principles of **responsiveness** and **accessibility** using **React.js**
- Implemented a data processing function used on **3 client-side pages** using **JavaScript**
- Built a store and avatar customization, for user engagement, that is integrated with **Firebase cloud** services
- Collaborated across teams: frontend, backend and game developers, researchers, and illustrators
- Assisted game developers by learning **Unity** and **Blender** to rig and implement character/animation controls

GRADUATE ASSISTANT – UNIVERSITY OF ALBERTA

EDMONTON, CANADA

Research relating to integrated circuits, antenna systems & general infrastructure support.

- Reduced prototype testing time by **> 8 hours** by automation through a **C#** and **Python** program interfacing with equipment using **Arduino** running a **C++** software
- Communicated research through **4** peer-reviewed papers (with **68 citations**), a patent and at a conference
- Mentored **2** junior researchers, including teaching how to use equipment and **Linux**-based tools
- Delivered on **deadlines** to maintain sponsorship from TELUS Communications
- Learned from previous failed prototypes to design newer, great performing ones

LAB INSTRUCTOR – UNIVERSITY OF ALBERTA

EDMONTON, CANADA

DEC '13 – APR '18

Handled administrative and teaching aspects of ECE 403 (Integrated Circuit Design) during Winter terms

- Prepared lab manuals and other documents for students
- Prepared lab schedule, in coordination with the course instructor
- Coordinated with university IT and license providers to ensure functionality of tools on- and off-campus
- Delegated teaching and marking tasks to TAs
- Prepared and presented slides to students
- Recorded and sent student marks to course instructor

EDUCATION

PHD ELECTRICAL AND COMPUTER ENGINEERING – UNIVERSITY OF ALBERTA

GPA: 4.0

Nov '25

BSc ELECTRICAL ENGINEERING – UNIVERSITY OF ALBERTA

GPA: 3.9

JUN '13

FIRST CLASS STANDING: RANKED 5/112

PROJECTS

MISCHIEF CAFÉ (WORKING TITLE)

Oct '25 – PRESENT

Developing a 2D, **UI-based** narrative game to explore and learn the process of game development from game conception & research to prototyping, final build and release.

- Drafted a **Game Design Document** to capture the core concept and feel of the game
- Iterated through physical **prototypes** and live player feedback, then built digital prototypes in **Godot**, using **GDScript** to quickly converge onto a fun gameplay loop

swftli.me

DEC '20 – APR '21

swftli.me is a social media reference landing page. You can personalize your page, set your social media accounts, and create cards to redirect to your links. Test-run with username: Visitor and password: Visitor1\$

- Developed the **frontend**, with routing, using **React.js** and **server-side design** using **Node.js** & **Express.js**
- Implemented **database** including schema using **MongoDB (NoSQL)** and authentication using Passport.js
- Designed the application, with **UI and UX principles** for a seamless experience, using **Adobe XD**
- Launched the personal project within **two months** of development
- Incorporated a Tensorflow.js **machine learning** model to filter user-uploaded images

ACCOMPLISHMENTS

- Selected as one of **50 from 500 applicants** for a government-funded professional development program
- Received **13 scholarships** throughout post-secondary education based on academic and research criteria
- Invited as a reviewer for **3** conferences (IEEE AP-S/URSI 2021, NCC 2021 and IEEE ISCAS 2020) and **1** academic journal (IEIE SPC 2020)
- Invited as a facilitator for a group of **5-7** young professionals during weekly government-funded professional development sessions over **4 months**
- Coordinated, alongside organizers, with **2 speakers** on a self-started **8-week** Toastmasters program for **13 youth leaders**

MEMBERSHIPS & CERTIFICATES

- Institute of Electrical and Electronics Engineers (IEEE) | Member
- Association of Professional Engineers and Geoscientists of Alberta (APEGA) | Engineer-in-Training (EIT)
- University of Alberta | Graduate Teaching and Learning (GTL) Program – Level 1
- Technology Alberta | Technology SME Professional Development Series for Young Professionals
- Laboratory & Chemical Safety
- Workplace Hazardous Materials Information System (WHMIS)