

A J A O, M O H A M M E D

NYU TANDON STUDENT

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EDUCATION

New York University
BS in Computer Science
Expected 06.2022

SKILLS

React C++ Lua
Vue UI/UX Python
Project Management Go
Adobe XD Javascript
SQL SASS Git
AWS JQuery PHP

AWARDS

NYC CS Fair Student
Showcase Winner

Google Innovation
Challenge 2nd Place

Youth Police Academy
Certificate of Excellence

All Star Code Coding
Competition Winner

FOREIGN LANGUAGES

Yoruba - Mild Proficiency

Korean - Mild Proficiency

Spanish - Low Proficiency

WORK EXPERIENCE

- ◆ **Facebook University Android Developer** *06.2020-08.2020*
 - Created over 7 resilient, feature-rich mobile applications
 - Created social media app, Memelord, & relational data design
 - Enriched backend data and offline app activity
- ◆ **BuzzFeed Data Infrastructure Intern** *09.2019-08.2019*
 - Sent secure data to all teams of BuzzFeed with GDPR compliance
 - Managed concurrent data enrichment, metrics, and safe failures
 - Created service to weekly enrich 100M messages with geo-data
 - Led a tech talk & used Go, AWS, Docker, Python, Cron
- ◆ **U•START Startup Unpaid Intern** *09.2018-12.2018*
 - Helped build a creation platform for students to market their skills
 - Developed & designed a scalable REST API in Go with graduates
 - Helped with Elastic Search integration, SQL, and 10+ micro-services

PROJECTS

- ◆ **NYU Theta Tau Site Project Manager** *02.2019-PRESENT*
 - Scheduled project and designed [site](#) that advertised the organization
 - Created NuxtJS site based off feedback of 40 clients in 3 weeks
 - Implemented Google Analytics for semester summaries & analysis
- ◆ **Teens4Hire Full-Stack Engineer** *12.2018*
 - Built a professional platform for minority teenagers to gain jobs
 - A pitched project under All Star Code at MLBAM to employees
 - Used VueJS, SQL, Express, and Node.js with a team of 3 people
- ◆ **NYC CS Fair Student Showcase AI** *03.2017*
 - Compared runtime performance between a OOP and functional AI
 - Regional award, First-generation winner & school award for CS
 - Used A* Algorithm, Lua, rendered polymorphism & encapsulation
 - Tied with another team & featured in a [Microsoft publication](#)
- ◆ **ROBLOX Bloxxers Alpha** *03.2017*
 - Made the first ROBLOX brawler & awarded entrance to the RBXDev
 - Attained 2.5K players in 3 days with an 85% like ratio
 - Developed my own framework, middleware, UI/UX and API in Lua with custom physics, animations, events, and datastructures