# Mohammed Ajao

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# WORK EXPERIENCE

# Meta (formerly Facebook)

Menlo Park, CA

Fullstack Software Engineering Intern

Jun. 2022 - Aug. 2022

- Introduced NLP feature, improved runtime via code refactors, & gave users more agency by letting them select past features as a part of a feature migration project leading to a 615M userbase growth & 900% launch growth projection
- Scoped redesign & implemented group suggestion feature and adjacent (groups, promotions & ranked feeds) products leading to an increased crossposts of marketplace and group listings by 1000% & 600% respectively
- Identified improvement points and points of contingency using unit & e2e testing, frequent A/B testing, code reviews, & created engineering plans with sister teams (10+ people)

## Meta (formerly Facebook)

New York, NY

Fullstack Software Engineering Intern

Jun. 2021 - Aug. 2021

- Implemented personalization features for Marketplace product after using SOLID principles and AGILE methodologies
- Identified missing logging points and enriched them to aid CI/CD runs and data flow analysis via by correlating APIs with user edge context
- Developed unit tests, A/B testing and core Facebook Marketplace experience experiments to identify user needs

# Meta (formerly Facebook)

New York, NY

Mobile Software Engineering Intern

Jun. 2020 - Aug. 2020

• Developed, designed, and scoped feature-rich meme-sharing app with a ranked feed algorithm using React, Java, and Parse

#### BuzzFeed

New York, NY

Backend Software Engineering Intern, HackNY Fellow

- Jun. 2019 Aug. 2019
- $\bullet \ \ \text{Developed system-wide geo-enrichment service for downstream data pipeline and throttling for millions of concurrent users}$
- Enriched 100M+ messages weekly from AWS & GCP pipeline with redundacy, integration, and unit testing with RabbitMQ
- Implemented load/stress/integration/e2e testing for service & Presented service architecture using Golang, Python, & Cron

**UStart**Backend Software Engineering Intern

New York, NY Sep. 2018 – Dec. 2018

- Developed and designed Golang REST API structure with ElasticSearch integration to migrate monolithic architecture into a micro-service architecture of 7+ services for startup
- Worked with graduate students on scalable system designs by using SOLID principles for modular integrations

# PROJECTS & VOLUNTEER EXPERIENCE

#### Context Aware Dialogue System | C#, Unity

May. 2023

• Created an AI fuzzy pattern matching framework based off of Valve's dialogue system from their GDC talk

Tech Lead & Software Architect | NuxtJS, Vue.js, Javascript, Google Analytics

Feb. 2019 - May. 2022

- Created professional website and several semesterly projects for student organization resulting in an increase of 200+ MAU
- Led several teams of three, sprints, led discussions, scoped software specifications, analytics engine, and designed workflows

## NYC CS Fair Student Showcase AI | Lua, Roblox API

March 2017

- Became a first-generation winner & was featured in a Microsoft publication for visualizing OOP vs functional paradigms
- Developed scalable AI using A\* algorithm with rendered polymorphism/encapsulation and runtime visualization

#### Bloxxers | Lua, Roblox API

March 2017

- Developed first ROBLOX brawler with 100+ monthly active users and 3K downloads/visits and was awarded RBXDev entry
- Developed custom framework, autonomous database, UI/UX, & custom datastructures using Lua & functional programming

#### EDUCATION

# New York University

New York, NY

Bachelor of Science in Computer Science

May 2023

# TECHNICAL SKILLS

Languages: Java, PHP, Python, C/C++, C#, SQL, Javascript/Typescript, HTML/CSS, Golang, Lua, MongoDB, GraphQL Frameworks: React, React Native, React Relay, Next.js, Laravel, Adonis, Vue, Angular, Node.js, Flask, Django, Mocha, Jest Developer Tools: Git, NodeJS, Docker, AWS, Google Cloud Platform, VS Code, PyCharm, IntelliJ, Eclipse, Unity, AdobeXD More: pandas, NumPy, Matplotlib, NuxtJS, Babel, Webpack, Yarn, Nginx, OAuth

### OTHER SKILLS & AWARDS

All: Project Management, UI/UX Design, Mobile Development, Game Development

Languages: English (Native), Korean (Intermediate), Mandarin (Basic)

Awards: Google Innovation Challenge 2nd Place, NYC CS Fair Student Showcase Winner, HackNY Alumnus

Organizations: G-SWEP (Google), HackNY, All Star Code, Basta, Theta Tau, RBXDev