

Mohammed Ajao

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EDUCATION

New York University

Bachelor of Science in Computer Science

New York, NY

May 2023

WORK EXPERIENCE

Meta

Menlo Park, CA

Fullstack Software Engineering Intern

Jun 2022 – Sep 2022

- Gave users more agency by letting them select past features as a part of a feature migration project, while introducing new ones such as NLP for post conversions, which led to a 615M userbase impact & 900% feature 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, wrote code reviews, & created engineering plans with sister teams (10+ people)

Meta

New York, NY

Fullstack Software Engineering Intern

Jun 2021 – Sep 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 (continuous integration and deployment) runs and data flow analysis via by correlating APIs with user edge context using enterprise-level internal libraries
- Developed unit tests, A/B testing and core Facebook Marketplace experience experiments to identify user needs

Meta

New York, NY

Mobile Software Engineering Intern

Jun 2020 – Sep 2020

- Developed, designed, and scoped several feature-rich mobile apps with a ranked feed algorithms using React, Java, and Parse

BuzzFeed

New York, NY

Backend Software Engineering Intern, HackNY Fellow

Jun 2019 – Sep 2019

- 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 redundancy, integration, and unit testing with RabbitMQ
- Implemented load/stress/integration/e2e testing for service & Presented service architecture using Golang, Python, & Cron

UStart

New York, NY

Backend Software Engineering Intern

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 service 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

TECHNICAL SKILLS

Languages: Java, PHP, Python, Swift, C#, SQL, Javascript/Typescript, HTML/CSS, Golang, Lua, GraphQL

Frameworks/Libraries: React, React Native, React Relay, Next.js, Laravel, Adonis, Vue, Angular, Flask, Django, Mocha, Jest

Other: Git, NodeJS, Docker, AWS, Google Cloud Platform, MongoDB, Node.js, Unity, AdobeXD

More: pandas, NumPy, Matplotlib, NuxtJS, Babel, Webpack, Yarn, Nginx, OAuth, Figma, Socket.io, Jupyter, RabbitMQ,

SCRUM, AGILE

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, New York Times Finalist

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