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| **Mohammad Shuaib Jewon**  [msjewon@gmail.com](mailto:msjewon@gmail.com) | [GitHub(@shujew)](https://github.com/shujew) | (646) 707-9713 | Jersey City, NJ |

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| **RELEVANT ENGINEERING EXPERIENCE** | |
| **Quizlet** (Flashcard app + AdTech) | New York, NY, USA |
| Senior Software Engineer, Ad Technical Lead (5 direct reports) | Sept 2020 – Current |
| • Responsible for programmatic monetization on web app (JavaScript) serving over 1B page views yearly | |
| • Implemented novel dynamic flooring algorithm (Python) including GAM unified pricing rules boosting programmatic revenue by 5% | |
| • Routinely work with PMs and exec to map out future work and where business is heading | |
| **Slader** (Homework Help + AdTech) | New York, NY, USA |
| Lead Software Engineer, AdTech (3 direct reports) | May 2019 – Aug 2020 |
| • Responsible for programmatic monetization code in iOS (Swift), Android (Kotlin), and web (JavaScript) apps + management panel (Python) + API server (Golang) serving 150M page views yearly | |
| • Led development of custom header bidding wrapper (think Prebid.js and Prebid server from scratch) | |
| • Led development of dynamic flooring algorithm (Python) where we dynamically floor ad partners on the publisher side to eek out more revenue | |
| • Contributed to aggregating revenue data from multiple sources into a single dashboard allowing  Slader to only require 1 full-time revenue analyst on staff | |
| Lead Mobile Developer (2 direct reports) | Jul 2018 – May 2019 |
| • Built custom iOS & Android header bidding library supporting multiple monetization partners which  increased in-app revenue roughly by 20% | |
| • Built custom server in Golang to offload real-time header bidding process from client to server leading  to a 50% improvement in ad-serving times on mobile devices with slow internet connections | |
| • Hired and oversaw work of a mobile dev responsible for building Slader’s Android App written in Kotlin | |
| • Oversaw and contributed to automating app deployment and testing with fastlane | |
| iOS Developer | Nov 2017 – Jul 2018 |
| • Acted as PM to help executives make data-driven decisions as to which features to implement next | |
| • Improved and maintained [Slader’s iOS app](https://apps.apple.com/us/app/slader-homework-answers/id579962583) (2M users, 30M sessions yearly) written in Swift | |
| **Waave** (Ride Sharing Application) | New York, NY, USA |
| Full Stack Developer (Web & Mobile App) | Jul 2017 – Oct 2017 |
| • Collaborated with UI designer to build rider and driver MVP on iOS (solo) and Android (+1 intern) | |
| • Assisted senior backend dev with improving ride booking latency through caching driver locations | |
| • Hired and oversaw work of an Android dev intern responsible for designing Android apps layouts | |

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| **EDUCATION** | |
| **New York University** | New York, NY, USA |
| B.A. Computer Science (*cum laude*) GPA: 3.7/4.0 | May 2017 |
| Dean`s List for Academic Year (2015, 2016), University Honors Scholar (2017) |  |
| **Saint Peter’s University** | Jersey City, NJ |
| M.S. Data Science GPA: 4.0/4.0 | Feb 2022 |

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| **MISCELLANEOUS** | |
| Received a [researcher acknowledgement](https://www.microsoft.com/en-us/msrc/researcher-acknowledgments-online-services-archive) from Microsoft for reporting an XSS vulnerability | 2012 |