MAHMOUD TAABODI

Staff Software Engineer

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🔗 https://github.com/taabodim

WORK EXPERIENCE

Personal Projects

- **a Distributed Rate-limiter in Rust** *https://bitbucket.org/nomadini/rate-limiter/src/main/README.md*
- **a Distributed Lock in Rust using Postgres** *https://bitbucket.org/nomadini/distributed-lock/src/main/README.md*
- **a Trading system integration between aori and bloxroute in Rust** *https://bitbucket.org/nomadini/aori-bloxroute-integration/src/main/*
- **a small text search engine in Rust** *https://bitbucket.org/nomadini/tiny-lucy/src/main/*
- **RTB Bidder and Adserver in C++**
  https://bitbucket.org/nomadini/bidder/src/master/
  https://bitbucket.org/nomadini/adserver/src/master/
- **AdTech Modeling and Scoring services in C++**
  https://bitbucket.org/nomadini/modeler/src/master/
  https://bitbucket.org/nomadini/scorer/src/master/
- **Python - C integration via Cython for High performance networking apps.** *https://bitbucket.org/nomadini/rapidpyboost/src/master/*

Senior Software Engineer

Bloxroute

📅 June 2022 - current

- Developing trading apis to make it convenient for institutional users to use DeFi across Solana at lightning speed.
- Integrating with other DeFi platform on Solana blockchains like Drift, Raydium, Jupiter, Jito.
- Designed and developed microservices to optimize the tx propagations by employing unique strategies for optimal performance
- developing monitoring systems to detect MEV attacks in Solana
- migrating DeFi code from TS to Golang for better performance
- implemented and owned the monitoring around our core backends
- implemented and owned data pipeline to capture and process our tx submissions/successes which directly impacts company's revenue

Staff Software Engineer

Stably

📅 Jun 2021 - June 2022   📍 Remote

- Led an offshore team to manage our core backend to issue/redeem stable coins for different blockchains
- implemented and owned some of the integrations like XRPL, Harmony, Arbitrum to issuance/redeem stable coins using prime trust as the funds custodian
- implemented and owned the backend for Ramp service which would allow users to swap between tens of tokens, mainly stablecoins, by integrating with LiFi
- implemented and owned the monitoring around our core backends

Staff Software Engineer

CAREER OBJECTIVE

I'm looking for positions which allow me to lead tech teams, develop and architect critical systems with high impact across the organization, mentor engineers and own projects end to end.I have extensive experience working on large-scale distributed systems in ad-tech as well as crypto trading systems. I look forward to working with strong developers on cutting edge tech in fast paced environment in a team as well.

EDUCATION

Applied Data Science Program

MIT Professional Education
📅 June 2023 - December 2023
📍 Online

MBA
IT Management
University at Buffalo, The State University of New York
📅 2010 - 2012
📍 Buffalo, NY

Software Engineering
Multimedia University
📅 2004 - 2008
📍 Melaka, Malaysia

SKILLS

- Languages : Rust, Python, C++(STL, Boost, Poco), Go, Typescript, Java
- Vuejs
- Kafka, Cassandra, Aerospike, Hive, Redis, Memcache, MongoDB, InfluxDB, Spark, JanusGraph, Druid
- Docker, Kubernetes, GCP, AWS

MediaMath

📅 Feb 2019 - June 2022   📍 New York, NY

- Worked on the Bidder team, developing features and maintaining the Bidding platform that serves billions of impressions daily globally, using C++.
- Worked with Golang and JanusGraph to develop the next generation of identity solution for our advertising business.
- Led the effort to implement Privacy Frameworks such as GDPR , CCPA in order to comply with privacy laws in ad industry.
- Led the effort to implement various features, like exchange integrations for audio, video bid formats.
- Led the effort to implement identity resolution solutions.

Cofounder
Nomadini (Advertising startup)

📅 2016 - 2019   📍 New York, NY

- developed an RTB bidder system that processes ad requests and serve ads to exchanges (originally in C++, later rewritten in Java)
- developed Modeling and Scoring apps that would creating lookalike models based on user web histories and score them in terms of their likelihood to engage with our advertising models. (originally in C++, later rewritten in Java)
- developed a comprehensive UI app in Vuejs. Users could create campaings, target groups, models and etc, and see the reports on their campaigns and target groups and etc.
- developed many spark jobs that would scan massive amount of data from cassandra to analyze and prepare the data for our modeler app and our reporting consumers

Senior Software Engineer
Dstillery (DMP)

📅 May 2017 - October 2018   📍 New York, NY

- Dstillery (DMP), Manhattan, New York, Senior Software Engineer 05/2018 - 09/2019 We built an amazing platform where brands and marketers could create custom audiences and syndicate them to TradeDesk for targeting purposes in their campaigns.
- Contributed in building out the company's audience management platforms as a Full Stack Developer, using Spring Frameworks and Core Java plus Vue.js for Front End
- We built a platform where brands and marketers could create custom audiences and syndicate them to TradeDesk, LiveRamp, Pumbatic for targeting purposes in their ad campaigns.

Senior Software Engineer
Dstillery (DSP)

📅 May 2014 - May 2017   📍 New York, NY

- worked on many features regarding RTB bidding, segment scoring, ad-serving. The bidders and ad servers that we developed and maintained were processing more than 140 billion requests and serving up to 100 million impressions daily
- designed and developed an in-house data replication framework that moved terabytes of sensitive data across multi data centers into multiple different sinks from different data sources.
- designed and developed an in-house ETL framework that would consume gigabytes of files from different partners, process and persist them in different sinks.

Software Engineer
AdMarketplace

📅 October 2013 - May 2014   📍 New York, NY

- worked with the server-side team , developing rest services for our internal and external clients using spring rest framework.
- we developed a UI to let our publishers and advertisers, tweak the settings regarding online traffic volume directed to them, how much money they want to spend and etc.

Software Engineer
Citigroup

📅 June 2012 - August 2013   📍 Buffalo, New York

- developed and maintained a messaging enterprise application that took in thousands of messages about different financial products and distribute them to multiple clients based on their configurations, such as format, content and etc.
- Developed a UI app for our clients to interact with the messaging system