Mohamed Ahmed

ahmedma@usc.edu | (319)-512-2836 | https://www.linkedin.com/in/link3dinaccount/ | https://www.devbymo.com

EDUCATION

University of Southern California – Los Angeles, California   May 2026
Bachelor of Arts: Computer Science, Game Development; **Minor:** Applications of AI
GPA: 3.91 **Honors:** Dean's List **Coursework:** Data Structures and Algorithms, Software Design & Analysis, Web Development, OOP, Linear Algebra, UX/UI

EXPERIENCE

Artisan Partners   **Milwaukee, Wisconsin**
Application Developer Intern   Oct 2023 – Aug 2024
- Designed and implemented a scalable notification service using AWS Lambda, SQS, SNS, and S3 to aggregate and simplify over 10,000 CloudWatch alarm messages, cutting debugging time by 30%
- Delivered over 5,000 messages through a custom firm-wide service, enabling teams to integrate AWS notifications or any platform of their choice with Slack / Email for seamless real-time communication.
- Built and maintained infrastructure for 5+ projects using Terraform, streamlining deployments and enhancing scalability.
- Mentored new interns on Artisan's development practices, architecture, CI/CD pipelines, and infrastructure
- Engaged in and provided input to architectural discussion related to the Artisan architecture and its future development

iNET   **Waukesha, Wisconsin**
Software Engineering intern / Designer   May 2023 – Aug 2023
- Designed and developed over 10 fully responsive and interactive .NET Core web pages
- Served as a liaison between front-end developers and designers on 20+ projects improving workflow by 40%
- End-to-end ownership over the conceptualization, design, development, and testing of 20+ email templates for clientele.
- Increased client engagement and conversion rates by 25% through the strategic design and deployment, driving a 15% boost in website traffic and a 10% increase in sales.

Marquette Wire – University Newspaper   **Milwaukee, Wisconsin**
Digital Executive / Project Manager   Aug 2022 – Dec 2023
- Lead a team of 12 developers and designers to site from the ground up utilizing agile methodologies.
- Conducted regular website audits, stand ups, weekly sprints, while implementing user feedback to continuously improve user experience and functionality resulting in a 120% increase in engagement.
- Oversaw the implementation of 15+ new features, enhancing functionality and user satisfaction.
- Managed project timeline deliverables, 100% of milestones were met on schedule within a 6-month development cycle.

Projects

InventoryByYou   **Los Angeles, California**
Founder   Aug 2024 – Present
- Developed a full-stack inventory management app integrating with Shopify to address limitations in tracking and ordering for brands using blank products, ensuring accurate stock levels and timely orders for over 100+ variants.
- Implemented AI/ML forecasting features to optimize order volumes and variant threshold levels, enhancing inventory accuracy and reducing stockouts.
- Automated order placements, managing over $50,000 in inventory and streamlining replenishment processes.

Don't ruin it (https://dontruinit.com/)   **Milwaukee, Wisconsin**
Founder   Jan 2024 – Present
- Generated over $100k in revenue within 2 months, fulfilled over 3,000 orders, $0 ad spend, 3M+ organic views.
- Donated over than $10k towards designated humanitarian relief projects and families in need.
- Designed and developed all website assets, including a fully customized One Piece-themed design
- Onboarded 4 new team members, managed a team of 10+ artists, designers, developers, and content creators.
- Built and launched a comprehensive e-commerce platform, overseeing end-to-end development and operations, resulting in significant revenue growth and brand visibility.

Skills

Languags: JavaScript, TypeScript, HTML, CSS/SCSS, Tailwind, Node JS, Python, Java, C#, MySQL, Git
Frameworks/Tech: React JS, Next JS, AWS, SQL, Git, Slack, Agile Methodologies, Superbase
Design: Figma, Photoshop, Illustrator