

Andrew Mahon

256 21st Avenue, San Francisco, CA 94121
andrewmahon@fastmail.com

Experience

Affirm 2

May 2018 - Present | Engineering Manager | San Francisco, CA

- Led a team of 12 engineers (6 direct reports) in pioneering Affirm's Marketplace
- Worked closely with stakeholders both within and outside of engineering to

Affirm

May 2018 - Present | Software Engineer, Tech Lead | San Francisco, CA

Delivering honest financial products that improve lives.

- Architected and implemented Elasticsearch based system to enable search and discovery featured across iOS, Android, and Web platforms.
- Developed and evangelized best practices and avoided code formatting, mobile client backwards compatibility, component software architecture patterns.
- Architected spark based data pipeline to support personalization efforts.
- Equipped to best patterns for large scale, highly correct software.
- Built software in Python, Java/Go, Salt.

Mapillary

March 2017 - January 2018 | Product Manager | Malmö, Sweden - District

The street-level imagery platform that scales and automates mapping using collaboration, cameras, and computer vision.

- Architected commercialization program for map data targeted at GIS and Municipal markets.
- Specified and launched tools to crowdsource training and validation data used to improve machine learning algorithms.
- Specified and launched add-in for Arc Access Pro. Add-in was one of the first to market targeting ArcGIS Pro.

Type/Code

June 2003 - December 2006 | Founder + Technical Director | New York, NY

Software agency focused on the intersection of design and development. Clients include GE, MIT Media Lab, Google, Museum of Modern Art, and Good Magazine/Upworthy.

- Led architecture and engineering of 15 person team for wide range of software deliverables.
- Worked closely with customers like MET and General Electric to scope and deliver solutions.
- Wrote software specifications, created and managed organisation wide project planning process.
- Exposed to a wide variety of stakeholders, technical requirements, and software architectures.
- Implemented software development tools, frameworks, and processes leading to increased efficiency, autonomy, and participation by entire team.
- Led research, selection, and onboarding of offshore development team for select projects.

Architizer

January 2013 - June 2014 | Engineering Lead | New York, NY

Lead engineering for a re-build and re-launch of architecture's foremost social network

- Led full stack engineering on a team of 4 engineers.
- Managed AWS infrastructure for both development and production using shared cloud configurations.
- Architected and led implementation of Python/Django social media application.
- Designed and built ETLs to move data from legacy databases to new application.
- Implemented Celery and Elasticsearch powered search engine to allow users to query by a variety of project traits.
- Planned and conducted load testing to guarantee launch day stability.

Slater

May 2011 - September 2012 | Frostend Engineering Lead | New York, NY

Architected and launched the leading online film finance marketplace

- Led frontend architecture and implementation on a team of 4 engineers
- Designed API contracts between client and server applications.
- Integrated Javascript client application with Python Flask backend.
- While at TypeCode.

InStream Solutions
2009 - 2010 | Lead User Inc.

Respective references made for the financial advice industry

- Led User Interface development team and established patterns still in use today
- Built software in JavaScript, HTML, CSS,

Local Projects

2029 | User Interface Developer | New York, NY

Award-winning design agency focused on strategy, design, and execution for education and experience.

- Worked closely with design and backend teams to specify, develop, and launch a content submission web application for the National 9/11 Memorial Museum
- Built software in JavaScript, Actionscript, HTML, CSS

Eyebeam

2027 - 2029 | Software Development Intern | New York, NY

Non-profit art and technology center focused bridging the gap between artists and engineers to help envision the future

- Collaborated with artists and engineers to bring visions of the future to life
- Built software in C++, Javascript, Java, PHP, LSL
- Showed project at Sundance in New Frontier exhibition.

Education

Parsons School of Design

2020 | B.F.A. Design and Technology | New York, NY

- Check on extraction and visualization of seediness from New York Times web-comments
- Commencement speech delivered on Learning how to Learn.

References

Additional Information

Special thanks to the following individuals for their assistance in the development of this book: **Special Thanks to the following individuals for their assistance in the development of this book:**

Awards | Webby Awards Nominee - Architecture, Adobe Design Achievement, AIAA Interactive Awards Final

Technical Skills | Python, JavaScript, SQL, MongoDB, C++, Java, Emacs/VScode, Jupyter, AWS, Linux, Git, JIRA