Andrew Mahon

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Experience

Affirm 2

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

Delivering honest financial products that improve lives.

- 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
- TBD

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 platform.
- Developed and evangelized best practices and around code formatting, mobile client backwards compatibility, composable software architecture patterns.
- Architected Spark based data-pipeline to support personalization efforts.
- Exposed to best patterns for large scale, highly correct software
- Built software in Python, Javascript, Salt.

Mapillary

March 2017 - January 2018 | **Product Manager** | Malmo, Sweden - Distributed

The crowd-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 Esri ArcGIS Pro. Add-in was one of the first to market targeting ArcGIS Pro.
- Formalized software development process resulting in the introduction of QA program.

Type/Code

June 2010 - December 2016 | **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 MIT and General Electric to scope and deliver solutions.
- Wrote software specifications, created and managed organization 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 2016 | **Engineering Lead** | New York, NY

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

- Led full stack engineering on a team of 6 engineers.
- Managed AWS infrastructure for both development and production using shared Salt configuration.
- 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.
- While at Type/Code.

Slated

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

Architected and launched the leading online film finance marketplace.

- Led frontend architecture and implementation on a team of 6 engineers.
- Designed API contracts between client and server applications.
- Integrated Javascript client application with Python Flask backend.
- While at Type/Code.

inStream Solutions

2009 - 2010 | **Lead User Interface Developer** | McLean, VA - Remote

Proactive planning tools for the financial advising industry.

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

Local Projects

2009 | **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

2007 - 2009 | **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, GSL.
- Showed project at Sundance in New Frontiers exhibition.

Education

Parsons School of Design

2010 | **BFA. Design and Technology** | New York, NY

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

References (email upon request)

Additional Information

Awards | Webby Awards Nominee - Architizer, Adobe Design Achievement, SXSW Interactive Awards Finalist

Technical Skills | Python, Javascript, SQL, NoSQL, C++, Java, Emacs/Ecsip, Jupyter, AWS, Linux, Git, IRM

Activities | Backcountry Skiing (pursuing appointment to Tahoe Backcountry Ski Patrol), Road & Mountain Cycling