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Employment

Software Consultant (Internal Tools) **Dropbox, Stripe** **May 2015 – present**

- Dropbox: Redesigned and rewrote their in-house CI tool to be a much better product
- Stripe: Built several major tools to improve recruiting efficiency, sourcing, and interview scheduling

After taking a personal sabbatical, I've been working with major companies to improve their internal tools.

Software Engineer **Facebook** **September 2009 – July 2014**

Trust Engineering

- Designed an XML-based tool to allow non-engineers to write flows that people used when faced with bullying or harassment. We partnered with leading anti-bullying researchers across the world to design these flows

Comment I made at the time: This is the first project I've ever worked on where using XML is the right solution

Privacy

- Lead (along with one other senior engineer) a major privacy revamp launched in 2011
- Wrote meticulous, well-tested code to improve backend privacy logic
- Built all of the frontend privacy controls (across all of our different content types) to let users see and change the privacy of anything put on the site. Also rewrote the privacy control used to post new content to Facebook

Ads

- Maintained, and later rewrote, the entire frontend software stack responsible for showing ads on Facebook
- Redesigned core class responsible for allowing our web code to communicate with backend services. Adopted by almost all services at Facebook

This turned out well – even after a few years, the design got grudging praise from some of our more hardcore (albeit cynical) engineers

Other

- Served as an engineering pusher. Pushers are responsible for making sure the new release of Facebook is launched to the public without any major bugs or regressions (including performance/efficiency/engagement)

Instructor **MIT** **January 2008**

- Rewrote / improved several core internal tools used across all of Facebook engineering
- Created and taught an intensive two-week introductory programming course for the Computer Science department. Unanimous positive feedback

I first taught this to 60 students (we'd planned for 30.) They now have 28 TAs (!) and are usually oversubscribed by 150-300 students.

Education

Cambridge, MA **MIT** **Fall 2007 – May 2009**
Pittsburgh, PA **Carnegie Mellon University** **Fall 2003 – May 2007**

- MIT: Masters in Computer Science, with Thesis. Was a member of the CSAIL Ph.D. program
- CMU: Bachelors in Computer Science with Minor in Business. In-major GPA: 3.93
- Interesting Coursework: Complexity Theory, Computer Networks, Acting for Non-Majors

Research Papers

- Luis von Ahn, S. Ginosar, M. Kedia, R. Liu and M. Blum. **Improving Accessibility of the Web with a Computer Game.** In ACM CHI Notes 2006. Nominated for Best of CHI
- Luis von Ahn, Mihir Kedia and Manuel Blum. **Verbosity: A Game for Collecting Common-Sense Facts.** In ACM CHI Notes 2006. Nominated for Best of CHI

The idea was that you could build a fun game to play, that as a side effect did useful, difficult to compute, work

Languages and Technologies

- Experienced in PHP/Hack, Python, Javascript (prefer React.) Knowledgeable in many others (Ruby, Java, C, etc.)

Like most engineers, I'll pick up whatever technology I need in order to get the job done. That being said, I'm not your best choice if you need someone to debug intricate kernel code.