Ahmad Sameh

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Work authorisation: currently eligible to work in the UK under Amazon sponsorship; will require employer sponsorship for a new role.

Experience

Amazon — AdRisk (Ads Risk)
Software Development Engineer II (L5)
<div align="right">Edinburgh, UK · Apr 2024 – Present</div>

Edinburgh, UK
Apr 2024 – Present

- **Simulated Detection & Signature Validation (+Hybrid V2):** automated **+70%** of reviews; processed **1,000+** signatures/week; reduced false positives; new manual-review UI cut avg handling time **4 min to 30 sec**; added simulated detection to predict impact pre-prod.
- **Hybrid Validation Decision Architecture:** shipped async workflow with pause/resume and end-to-end monitoring; expanded to both signatures & detections (higher review throughput).
- **Production AI model for landing-page threat analysis:** deployed at high scale (**100K+** pages/day).
- **TDI (Threat KB) infrastructure revamp:** overhaul initiative for stability and performance; resolved **2** major OpenSearch outages; added monitoring across **9** critical components; managed **50+** production incidents with RCA.
- **Regulatory compliance automation:** cut on-boarding checks from **hours to seconds**; enforced financial-institution block lists during on-boarding & ongoing; on-boarded FCA, Spain, Turkey; handled cross-jurisdiction cases (e.g., British business in France).
- **Salesforce malware on-call lookup:** auto-attached contextual intel, saving **2–20 mins** per urgent ticket.
- **Docker Mac (M1) deployment fix:** resolved arm64/amd64 image mismatch; unblocked local deploys for M1 devs and reduced time-to-deploy (team throughput).

Microsoft — Clarity for Mobile Apps
Software Development Engineer II

Cairo, Egypt
Jul 2022 – Mar 2024

- Developed a tool to inject the Clarity Mobile SDK into any installed test app, cutting deploy/test time from hours to **3 minutes** and reducing release bugs by **40%**.
- Built a Google Play analysis tool to download & statically analyze APKs (API levels, libraries, market share), processing **40%** of the store.
- Shipped SDK features: sensitive-data masking, asset compression, and complex gesture collection.

Incorta — Engine Team
Software Engineer

Cairo, Egypt
Apr 2020 – Jun 2022

- Closed gaps and implemented core structure for Schema Update Revamp initiative; fixed **40%** of in-dev bugs and **30%** post-release.
- Built a calculation formula testing pipeline that preemptively caught **1 fatal**, **4 critical**, and **36 minor** bugs.

Affectiva — Platform Team
Data Engineer

Cairo, Egypt
Aug 2019 – Apr 2020

- Optimized data ingestion/processing pipelines (runtime **-60%**); created "Data-Split" tool for datasets (prep time **-40%**).
- Cleaned the central database (query time **-20%**, storage **-50%**); built utilities for visualization/analysis.

Zewail City of Science and Technology
Teaching Assistant

Cairo, Egypt
Sep 2020 – Jun 2022

- Revamped Big Data Analytics projects to use real-world datasets (e.g., League of Legends matches, Reddit comments, Twitter posts); Helped set up a high-performance distributed computing lab.
- Taught **Big Data Analytics** — Fall 2020, Fall 2021; **Computer Vision** — Spring 2020, Spring 2021, Spring 2022.

Education

B.E. in Computer Engineering
Faculty of Engineering, Cairo University

Sep 2014 – Jul 2019
Cairo, Egypt

Skills

Programming: Java, Python, C#, Node.js, Kotlin, SQL
FrontEnd: React | **Backend:** ASP.NET, Spring, Flask, ExpressJS
Cloud/DevOps: AWS, Azure, Docker, Terraform, Jenkins
Data: Spark, Hadoop, HDFS, Presto
Other: LaTeX | **Languages:** English, Arabic

Personal Projects

Belladonna — Custom Guitar Build

Design & Engineering Project

Edinburgh, UK
2025–Present

- Building a custom electric guitar with hybrid magnetic–piezo electronics.
- Integrated Bare Knuckle pickups, Graph Tech Ghost system, and custom artwork.
- Documenting design, wiring, and craftsmanship for an upcoming video series.

Squickers — Game Jam Project

Game Developer (Unity)

Microsoft Hackathon
Oct 2023

- Created a Unity3D puzzle-platformer for the "Perspective" Game Jam in four days.
- Designed core mechanics, physics, and optimized assets for smooth performance.
- Source: Github Repo