Mehedi Hassan
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Software engineer with a design and product-driven mindset.

Work Experience

Causaly, Software Engineer — London • Sep 2023 – Present

→ Building an AI Reports product, used by scientists in top 10 Big Pharma companies to create in-depth biomedical reports, reducing a manual workflow from 2-3 days to just 3-5 minutes. Working day-to-day with functional TypeScript (fp-ts), React, GraphQL, Google Cloud Platform, Postgres.

→ Architected several AI-powered features, increasing average time on platform by 80%, working with PMs and designers to scope out the work. Led a team of senior engineers to successfully ship products ahead of schedule and continuously optimised using a data-driven process.

→ Proactively built advanced CI pipelines for accelerating E2E tests and introduced new unit testing capabilities on the frontend to enhance the robustness of our codebase. Currently leading the work for a design system to streamline our frontend engineering work.

→ Consistently receiving positive feedback around clear communication with non-engineering stakeholders, being pragmatic with trade-offs, distributing knowledge across teams, and picking up new concepts quickly.

Circle, Software Engineer II — New York • Aug 2021 – Sep 2023

→ Led the frontend engineering of two projects designed to expand Circle's B2B offering, enabling faster, wider access to USDC for all businesses in the world, regardless of their location.

→ Built the revamped version of Circle Account with TypeScript, React, and GraphQL. Additionally helped build a component library for the internal design system to be used across the organisation.

→ Designed and implemented micro-services in Java, working with dedicated backend engineers to help shape a product end-to-end.

→ Demonstrated strong understanding of evaluating product requirements with PMs and other cross-functional teams such as compliance by proactively identifying blockers early in planning, unlocking millions in revenue.

Qualcomm, Software Engineering Intern — San Diego, CA • Jun 2020 – Sep 2020

→ Worked in the Windows on Snapdragon team, building a hardware tuning app with C# and C++ to enable system engineers to stress test, monitor, identify, and mitigate overheating issues across an SoC — reducing CPU usage of the app by 60%.

→ Won Qualcomm's annual intern hackathon by building a virtual canteen designed for remote working.

→ Worked with the Qualcomm Aqstic team to develop a reference audio app for Windows on Snapdragon devices and for use by Qualcomm partners such as Microsoft, Dell, etc.

Education

Queen Mary, University of London, BSc Computer Science

→ Achieved 90% overall, awarded Engineering Excellence scholarship. Modules taken include Operating systems, Computer Graphics, Probability & Matrices, Automata & Formal Languages, Artificial Intelligence.

Personal Projects

→ Tweeten - The most popular Twitter client for Windows and Mac, with more than 1.5 million downloads, used by 10,000+ users everyday. Awarded best Windows 10 app in 2021, 2018, and 2016 by The Verge. Built with Electron and TypeScript.

→ Laxo - An iOS app that uses ML models to learn a user's phone usage behavior from their Screen Time reports, and offers actionable suggestions to help reduce their screen time. Built with React Native, Python, Flask, scikit-learn, Google Cloud Vision API. (Demo is available upon request)

→ m3tamorphosis - A 3D web player for Spotify that allows users to listen to music in a clean, aesthetic user interface. Built with React, Three.js, and Spotify Web Player SDK.