

MO SHARIF

AI PRODUCT & ENGINEERING LEADER | HEALTHCARE, GROWTH & PLATFORMS

Colorado Springs, CO | 719-722-5644 | mo@codelit.io | mosharif.me | linkedin.com/in/mo-sharif | github.com/mo-sharif

Hands-on engineering leader with 14+ years turning customer, growth, and platform problems into measurable business outcomes across healthcare, SaaS, gaming, and startups. Built teams from 1 to 6+, improved a primary funnel from roughly 1% to 14% conversion, and cut campaign launches from days to under 2 hours. Founder and sole builder of multiple shipped products, equally comfortable setting strategy, writing code, leading teams, and owning results.

CORE EXPERTISE

AI & Agents: Agent architecture, MCP, tool governance, evaluations, structured output, identity-aware access

Product & Growth: 0-to-1 delivery, customer discovery, experimentation, conversion funnels, analytics, KPI ownership

Engineering: TypeScript, React, Next.js, Node.js, GCP, Cloud Run, BigQuery, CI/CD, observability, accessibility

Leadership: Team building, hiring, RFCs, roadmaps, architecture reviews, incident response, executive alignment

EXPERIENCE

FuturHealth | Telehealth | Remote

Apr 2024 - Present

Engineering Manager, AI Platform & Enablement

2026 - Present

- Selected to establish the AI platform function, including its charter, hiring plan, first workloads, and standards for safe AI adoption in a HIPAA environment.
- Architected and hardened an internal LLM agent platform, including PHI boundary testing, least-privilege data access, and a production Slack file-delivery fix that removed an adoption blocker.
- Defined evaluation and go/no-go criteria for a teammate-built AI payments-investigation tool; validation led to a sweep that surfaced five-figure duplicate-subscription exposure before rollout.

Engineering Manager, Growth Engineering

2024 - 2026

- Scaled growth engineering from 1 to 6+ across funnel, payments, marketing, mobile, and web; helped improve the primary funnel conversion rate from roughly 1% to 14%.
- Helped drive 50%+ revenue growth through funnel and payment optimization while making experimentation repeatable.
- Built a Sanity and Next.js self-service platform that cut marketing's engineering dependency 80%, reduced launches from days to under 2 hours, and returned about 20% of engineering capacity.
- Led recovery of a tracking failure that put attribution for high-value daily media spend at risk and strengthened monitoring and release controls.

Kyruus Health | Healthcare | Remote

Jun 2022 - Mar 2024

Frontend Engineering Manager

- Led four senior frontend engineers through post-acquisition integration of two healthcare platforms, unifying React monorepo patterns, contracts, and a shared design system.
- Partnered with customers on a multi-tenant patient-search redesign informed by customer-journey research and delivered within HIPAA-regulated constraints.
- Automated client setup and reusable delivery patterns, cutting new-client launch time about 50%, while improving accessibility against WCAG 2.1 AA standards.

Frontend Tech Lead & Engineering Manager

- Partnered with Product and Design to ship a multi-tenant skills analytics product for organization and team leaders; 30% of the customer base onboarded in the first month.
- Decomposed large routes toward micro-frontends and services while migrating critical Angular workflows to React, improving performance, bundle size, and time-to-interactive.
- Led accessibility improvements against WCAG 2.1 AA standards and strengthened release confidence through unit and Cypress coverage plus production-grade Snowplow and RudderStack event pipelines.

EARLIER CUSTOMER & PRODUCT DELIVERY

Big Fish Games | Gaming | Seattle, WA

Jan 2019 - Jan 2020

Senior Frontend Engineer

- Built an AWS-hosted, one-click simulation runner adopted by about 10 developers for the Disney/Pixar Toy Story Drop launch; the platform supported thousands of simulations across 20+ games and reduced variation testing from days to hours.
- Co-designed a self-service asset and configuration platform with about 15 game designers, giving them direct control over uploading, searching, tagging, previewing, configuring, approving, and publishing game content.

Five9 | Cloud Contact Center

May 2018 - Oct 2018

Frontend Engineer

- Built cross-device sign-in and training workflows integrated with Five9's core contact-center platform for customer contact-center agents and internal employees.
- Built a reusable framework supporting hundreds of interactive training modules, giving agents a safe practice environment for readiness and call-quality scenarios before handling live customer interactions.

Metal Roof Innovations (S-5!) | Manufacturing | Colorado Springs, CO

Jan 2016 - Jan 2018

Software Engineer

- Partnered directly with the founder to redesign e-commerce discovery and checkout for a technical metal-roof and solar product catalog, linking compatible products and documentation and helping increase end-to-end visitor-to-purchase conversion by an estimated 35%.
- Built one-click package-selection and carrier-label integrations supporting roughly 1,000 orders per month and standardizing order-to-ship turnaround at 3 days or less.

Voson LLC | Community Marketplace

Jan 2012 - Jan 2016

Founder & Sole Full-Stack Engineer

- Founded and built TimViec, a Vietnam-focused multilingual jobs marketplace serving users across Asia, from concept to launch in six months; served as the sole engineer across product, design, delivery, and operations.
- Wrote the platform entirely in-house with PHP, jQuery, and MySQL and owned search, SEO, advertising, hosting, deployment, and production support; scaled to about 10K active users and thousands of listings, supporting an estimated 100 hires per month.

SELECTED PRODUCTS

- **Codelit:** Founder and sole builder of a subscription AI product with paying customers, 4 input paths, 7 infrastructure export targets, and 5 deterministic quality gates; organic content drives about 70% of signups.
- **ResolveMesh:** Founder and developer of an explainable agent capability resolver with 86% precision at 1 and 89.3% at 3 on a 150-intent CI benchmark; inspected 823 live tools without invoking them.
- **DateSafe, AbleMakers, and EmberCoast:** Shipped consumer products spanning personal safety, accessible AI learning, and private travel planning.

PUBLISHED WORK

From Prompt to Proof (2026) | Practical guide to shipping AI work with explicit evidence and risk-matched proof.

The Plant Was Never the Problem (2025) | Field guide to coaching, delegation, evidence-based hiring, and stronger engineering teams.

EDUCATION

B.S., Web Development | Gulf Coast State College, Florida

GPA 3.8