

# Ahmad Moussa

Product Manager & Developer Relations

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Open to remote roles · German citizen (EU work authorisation)

I'm a product manager and developer educator with a background in computer science and machine learning. At fxhash, a generative art marketplace, I led a complete platform redesign with a team of five developers, after starting as editorial and community lead for its 50k+ audience. Since 2021 I've run Gorilla Sun, a creative-coding publication with 2,000+ subscribers, 200+ articles, and talks and workshops across Europe.

## WORK EXPERIENCE

### fxhash

Remote

#### Product Manager

Jun 2025 – May 2026

Generative art marketplace enabling artists to publish on-chain, code-based artworks to a global collector base.

- Led a complete, large-scale redesign of the fxhash platform, managing a team of **5 developers**.
- Coordinated the relaunch with marketing for a marketplace with sales in the **thousands**.
- Owned the roadmap, requirements and user flows, aligning engineering, design and marketing.
- Worked hands-on with engineers on the full-stack implementation.

#### Editorial & Community Lead

Sep 2024 – Jun 2025

- Ran editorial and community channels for a **50k+** audience of artists and collectors across social platforms.
- Developed the content strategy to grow engagement and was the main point of contact for the community.
- Promoted to Product Manager in June 2025.

### Gorilla Sun

Remote

#### Founder & Developer Educator

Apr 2021 – Present

- Built and run an independent publication teaching creative coding and generative art to developers.
- Write tutorials, long-form articles, interviews and a newsletter on JavaScript, p5.js and generative systems.
- **Talks & Workshops:** Zürcher Hochschule der Künste (2023), Universität Bielefeld (2024), Wintercircus Ghent (2024), Trillitech London (2024)
- **Key Results:** 2,000+ subscribed monthly readers, 1M+ impressions online, 200+ articles & newsletters published

## EDUCATION

### Waseda University

Tokyo, Japan

#### Master of Engineering, Computer Science

Mar 2021

- Machine learning and neural networks for multimedia applications (computer vision, generative sound).
- **Papers published:** *Generating and Extraction of Color Palettes with Adversarial Variational Auto-encoders* (ICICT 2021, Springer Nature), *Audio Translation with Conditional Generative Adversarial Networks* (ICAIC 2020, IEEE)

### American University of Beirut

Beirut, Lebanon

#### Bachelor of Science, Computer Science

Apr 2018

- Software architecture & development, data structures, algorithms, Java, C/C++.
- Semester abroad at Concordia University (Montreal, Canada, 2017).

## SKILLS & INTERESTS

- **Product:** Product strategy, Roadmapping, Requirements & user flows, System design, Team leadership, Go-to-market
- **Developer relations:** Technical writing, Developer education, Public speaking, Workshops, Community building, Content strategy, Video editing
- **Technologies:** JavaScript, React, Next.js, Python, Git, Processing, p5.js
- **Languages (CEFR):** English (C2), German (C2), French (C2), Arabic (C2)
- **Interests:** Weightlifting, Music production, Board & video games, *The Office*