

Ali Mahmoud

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EXPERIENCE

FULLSTACK ACADEMY | TEACHING FELLOW

Oct 2016 – Feb 2017 | New York, NY

- Contributed daily to Fullstack Academy's learning software, following the Scrumban method of Agile development.
- Conducted 3 interviews/week to assess the readiness of prospective students for the program.
- Held lectures walking through various algorithms and computer science concepts such as time complexity.
- Sought after often by students for ability to quickly detect bugs/errors and review code.

STUDIO LLC. | WEB DEVELOPMENT INTERN

Jun 2015 – Feb 2016 | Buffalo, NY and New York, NY

- Worked with designer to build and deploy a pixel-perfect landing page for lucianobarbera.it.
- Gained industry knowledge of various build, deployment, and environment tools.
- Completed quality assurance testing of various apps and webpages.
- Quickly learned and worked with Content Management Systems (Magento, Drupal, Wordpress).

PROJECTS

TYPERIGHTR | TYPERIGHTR.COM

Sept 2016 - Oct 2016 | New York, NY

Developed a real-time, browser-based, player versus player typing game. Effectively synchronized game states among clients and implemented dynamic game difficulty based on player performance.

CAMRADES | GITHUB.COM/BABBINS/CAMRADES

Sept 2016 | New York, NY

(Short for Camera Comrades) Winner of Mad Scientist Award at Fullstack Academy's two-day stackathon. Built a web application to allow for tracking of movement via webcam to control parameters of various synthesizers/instruments as well as visuals. Implemented a framework easily building synthesizer and visual presets complete with fully customizable controls. Incorporated WebSockets to allow two clients to collaborate in real-time.

COMMENCEMENT SYSTEM | UNIVERSITY SENIOR PROJECT

Feb 2016 - May 2016 | SUNY at Buffalo

Prototyped, tested, and Implemented a solution for automated name readings for the Summer 2016 Engineering School Commencement with a team of classmates. Developed a secure web applications to allow students to submit audio recording of their names.

EDUCATION

FULLSTACK ACADEMY | SOFTWARE ENGINEERING IMMERSIVE

NY

Jun 2016 - Oct 2016 | New York,

UNIVERSITY AT BUFFALO | BS IN COMPUTER ENGINEERING

Aug 2012 - May 2016 | Buffalo, NY

SKILLS

LANGUAGES

JavaScript • HTML/CSS • SQL
Python • Ruby • Java • C

FRAMEWORKS/LIBRARIES

React • Redux • Angular 1 • Node • Express
Mocha/Chai • Sequelize • jQuery • SASS

TOOLS / MISC.

Git • Unix • Agile/Scrum • Webpack • Gulp
Jenkins • Test Driven Development