

NOMAAAN AHMED

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Engineer with a proven history of being able to design, develop, and deliver well-built products.

EXPERIENCE

Localised

Product Engineering Manager

August 2020 - Present

- Reporting directly to CEO, managed roadmaps and feature development of Localised products in support of major brands (American Eagle, Urban Outfitters, Crate&Barrel, Saks Fifth Avenue, etc.) as well as technical representation of Localised in external meetings.
- Built 3 platforms using React, Python, Nodejs and PostgreSQL to support the full lifecycle of a brand's eCommerce business in up to 20 different countries in under 7 days.
- Managed organization of 15-20 including front end developers, backend developers, DevOps & QA, while coordinating with UX & Design.
- Leveraged data analytics and machine learning to gain insight into shopper behavior and trends to further improve the platform (including automatic content creation and curation based on data.)

Mastercard

Product Engineering Manager

August 2019 - Present (Consulting)

- Promotion due to performance, already fulfilling role responsibilities, and ability to communicate effectively across technical and non-technical parties.
- Managed team of 10-15 developers located in 4 countries across 3 time zones by hiring/terminating, managing budget, and respecting promised deliverable schedule.
- Delivered 2 new web applications used in B2B FinTech involving Fortune 500 companies by translating stakeholder needs into software design, development, and delivery, while managing 2 existing applications.
- Scaled machine learning algorithm for evaluating companies by rearchitecting, better data sourcing/wrangling, and hiring data analysts.

Software Engineer - Full Stack

June 2018 - August 2019

- Developed and assisted in design & architecture of 2 SPWAs using ReactJS, NodeJS, Python & PostgreSQL as part of a team.
- Implemented proprietary algorithms for scoring businesses based on data analysis of over 1000 points of financial data & machine learning.
- Suggested and integrated best practices including sprint planning, code quality, coverage, and unit testing, among others.

Ubisoft Montréal

Intermediate Tools Developer

June 2016 - January 2018

- Promotion due to performance, leadership skills, and technical interest.
- Developed, maintained, and optimized internal tool for managing gameplay analytics for AAA video games (incl. Assassin's Creed & Tom Clancy's Rainbow Six.)
- Mentored team of 3 junior developers and interns on rotation.

Tools Developer

January 2016 - June 2016

- Developed, maintained, and optimized real-time collaboration tool used in production of AAA video games (incl. Assassin's Creed & Tom Clancy's Rainbow Six.)
- Developed an internal web application for world-building in AAA video games linking directly to game engines. Built using a MEAN (MongoDB, Express.js, Angular (TypeScript), and Node.js) stack.

Velan Inc.

Junior Manager, Engineering Schematics

September 2012 - January 2016

- Managed team of drafting technicians in the planning, production, and delivery of schematics for cast and forged severe service valves and steam traps used in major industrial applications.

EDUCATION

Bachelor of Engineering, Software Engineering

Concordia University

Graduated from the Gina Cody School of Engineering & Computer Science at Concordia University with a Bachelor of Engineering in Software Engineering. Focus on Machine Learning, Artificial Intelligence and Big Data.