NOMAAN AHMED

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

WORK EXPERIENCE

Localised

Engineering Manager   *September 2020 - Present*

- Managed roadmaps and feature development for major brands (American Eagle, Urban Outfitters, Crate&Barrel, etc.) as well as technical representation of Localised in client meetings.
- Built 3 platforms using React, Python, NodeJs and PostgreSQL to support the full provisioning and deployment of a brand's eCommerce sites in up to 20 different countries in under 48 hours.
- Managed a team 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 curation based on data.)

Mastercard

Software Engineering Manager   *December 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+ developers located in 4 countries across 3 time zones by interviewing, hiring/terminating, managing budget, and respecting promised deliverable schedule.
- Delivered 2 web applications used in B2B financial services involving Fortune 500 companies by translating stakeholder needs into software design, development, and delivery, while managing 2 existing applications.
- Accomplished the above by improving software engineering process using several methods, including sprint planning, proper use of JIRA, sprint retrospectives, testing pipeline, git management, and others.

Software Engineer - Full Stack   *January 2019 - December 2019*

- Developed and assisted in design & architecture of 2 SPWAs using ReactJS, NodeJS, Python & PostgreSQL as part of a team. Version control using Git.
- Implemented proprietary algorithms for scoring users based on data analysis of over 1000 points of financial data & machine learning.

Ubisoft Montréal

Tools Programmer   *June 2016 - January 2017*

- Developed an internal web application for world-building in AAA video games linking directly to game engine. Built using a MEAN (MongoDB, Express.js, Angular (TypeScript), and Node.js) stack.
- Implemented tools to track user interactions on the app and to automatically generate documentation for developers' code in Markdown while enforcing test-driven development.

Tools Programmer   *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.) Development in .NET (C#), WPF, WinForms.

EDUCATION

B.Eng. – Software Engineering   *September 2015 - May 2019*
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.

SKILLS

- JavaScript (React, React Native, Express.js, Node.js, Angular)
- TypeScript (Node.js, Angular)
- Python (Big Data, Machine Learning, AI, Django)
- C# (.NET)
- Fluent in English, French, Urdu, Hindi
- Conversational fluency in Italian