# NOMAAN AHMED

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

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## WORK EXPERIENCE

### Mastercard

*Lead Software Engineer & Project Manager*                    *January 2020 - Present*

- 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.
- Suggested and integrated best practices including code quality, coverage, and unit testing, among others.

### 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.

### Velan Inc.

*Engineering Intern*                    *June 2011 - September 2015*

- Full-time summer job in a professional engineering environment requiring analysis and reporting of chemical engineering processes, assisting in reviewing & drafting of technical drawings for manufacturing of industrial valves, and training/supervising others to do the same.

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## 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's of Engineering in Software Engineering. Focus on Machine Learning, Artificial Intelligence and Big Data.

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## SKILLS

- JavaScript (React, React Native, Express.js, Node.js, Angular)
- TypeScript (Node.js, Angular)
- Python (Big Data, Machine Learning, AI, Django)
- C# (.NET)
- Git

- MongoDB
- SQL
- Perforce/Helix
- Agile/Scrum/Software Process
- Fluent in English, French, Urdu, Hindi
- Conversational fluency in Italian