Ahmed A. Abdulla

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EDUCATION

Cornell University, College of Arts & Sciences

Ithaca, NY

Major: Computer Science | Minor: Data Science

Expected May 2026

GPA: 3.7; **Honors:** Dean's List (2023)

Coursework: Computing with Python, OOP & Data Structures (Java), Data Science, Frontend Development, Backend Development

& Calculus

PROFESSIONAL EXPERIENCE

DaliaHealth | Frontend developer lead & CDO | Ithaca, NY

Sep 2023 - Present

- Led design and development of a patient AI app (ReactJS, Flask, Firebase, Axios) with user-friendly interfaces.
- Secured doctor access, integrated SendGrid, added PDF export for diagnosis results, enhancing backend functionality.
- Improved heart murmur detection by ~8%, enhancing filtering and accuracy through feature engineering.

Freelance Web Developer | Web dev | New York, NY

June 2022 - Aug 2023

- Designed and deployed 4 websites, enhancing engagement by ~30% with optimized UI/UX through Figma.
- Managed projects, consistently delivering ~10% ahead of schedule, ensuring 100% client satisfaction.
- Overhauled outdated, unfriendly websites into modern, and highly accessible online platforms improving.

Carve Food Emporium | Assistant Manager | New York, NY

Jan 2018 - Apr 2022

- Oversaw daily operations and led a team of 15 staff members, ensuring efficient service and customer satisfaction.
- Managed inventory, scheduling, and vendor communications, improving operational efficiency by ~15%.
- Developed and implemented strategies to increase online sales and customer engagement, resulting in a ~8% growth in revenue.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

Cornell Data & Strategy | Project Lead | Ithaca, NY

Jan 2024 - Present

- Conducted price forecasting, employing predictive modeling, and executed market research within Cornell Data & Strategy.
- Applied predictive modeling techniques and conducted market research to contribute to the club's mission.
- Provided data analytics and corporate advisory services, leveraging insights for effective decision-making.

PROJECTS

Alien Invaders Technologies Used: Python, Kivy (GUI) Nov 2023 Remote

- Programmed Alien Invaders game in Python, employing object-oriented principles for robust game logic and structure.
- Utilized Kivy, a Python GUI framework, to create an engaging and interactive user interface.
- Developed intricate gameplay mechanics, including scoring, lives, level progression, and a final boss.

Task Manager

ConnectN

Nov 2023

Technologies Used: Flask, SQL, HTML, CSS

Remote

- Developed a web-based task manager using Flask and SQL, facilitating efficient task organization and management.
- Crafted the front-end interface with HTML and CSS, ensuring a user-friendly and intuitive user experience.
- Implemented SQL database to store and manage task data, featuring functionalities for task addition, editing, and deletion.

Technologies Used: Python, Kivy (GUI)

Aug 2023 Remote

- Crafted ConnectN in Python with customizable grids for dynamic gameplay.
- Developed two advanced AI opponents (Easy, Hard) using sophisticated algorithms.
- Introduced ConnectN, a Python game reminiscent of Connect4, with adjustable grid sizes for diverse gaming experiences.

SKILLS/INTERESTS

- Languages: Java, JavaScript, Python, SQL, HTML/CSS
- Frameworks: ReactJS, Node.js, Flask
- Libraries: NumPy, pandas, Matplotlib, Scikit-learn, Seaborn
- Interests: Skiing, Soccer, Traveling, Biking, Language Learning, Reading