

ALI NAGI

A hyperactive, loud software engineer with a passion for making things look good. Great at talking to people and spreading new and potentially controversial ideas. Looking to contribute meaningfully and substantially.

SKILLS

PYTHON, GOLANG, C/C++, JAVA, ANGULAR, AXURE

EXPERIENCE

2017 - Present

UI/UX ENGINEER – Bank of New York Mellon

- + Developed a Material-themed component library using Angular and Polymer for bank-wide use.
- + Migrated NEXEN infrastructure and code base from Angular.js to Angular.
- + Created prototypes for different lines of businesses using Axure RP.
- + Utilized UX Lab to conduct user-interaction research.

2016 – 2017

TECHNOLOGY LEADERSHIP PROGRAM – Bank of New York Mellon

- + Rotation 1: BXP DBaaS – Automated secure MongoDB instances via bash scripts for BNYM employees to use.
- + Rotation 2: NEXEN Console – Implemented an app where BNYM employees can subscribe to NEXEN services. Created a server in Golang and wrote frontend with Angular.js.

2014- 2016

TECHNOLOGY INTERN – Bank of New York Mellon

- + Assisted in the design of NEXEN UI/UX interface and backend architecture of NEXEN components
- + Utilized Phaser Game Engine to create an educational internal game revolving around NEXEN for BNYM employees.

2012- 2016

INFORMATION TECHNOLOGY ANALYST – NYU Bern Dibner Library

- + Managed software and hardware in the library.

2013- 2016

EXECUTIVE EDITOR AND DESIGNER – The Polytechnic Reporter

- + Proofread and made changes to prospective newspaper articles
- + Utilized Adobe InDesign to create layouts of periodic releases

EDUCATION

2012 – 2016

BACHELOR OF SCIENCE IN COMPUTER SCIENCE – New York University