

Altamash Ali

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EDUCATION

Cornell University, M.Eng. Computer Science, *summa cum laude* (GPA 4.07) Aug 2023 - May 2024
Texas A&M University, B.S. Computer Science, *magna cum laude* (GPA 3.88) Aug 2018 - Dec 2021

EXPERIENCE

Football Analytics (xG) New York, NY
Lead Software Engineer Nov 2023 - Jan 2025

- Designed a football match prediction framework to predict the probability of a goal occurring in Python
- Developed a web scraper to extract data from scoreboards, then sanitized and structured it into a digestible format
- Hosted data on Google Cloud to then be parsed into relevant metrics using Pandas and visualize match trends

J.P. Morgan Houston, TX
Software Engineer II Feb 2023 - Aug 2023

- Utilized reactive programming (RxJS) techniques to compose async functions to concurrently handle multiple trades
- Automated regression testing using Playwright to bypass manual test configuration and help expedite QA
- Led team in complete rewrite of legacy unit tests as part of migration to modern React Testing Library

Software Engineer I Feb 2022 - Feb 2023

- Extended ability for traders to price and structure options contracts by developing features for their trading system
- Built functional components using React, TypeScript, and Redux to modernize legacy trading systems at the firm
- Conducted extensive unit testing using Jest and Enzyme after the implementation of each new feature

Software Engineer Intern June 2021 - Sep 2021

- Developed an elaborate report builder application to aggregate orders executed by futures and options traders
- Utilized React and Handlebars to enable traders to manipulate field names, and redesign and reposition columns
- Built a complementary report viewer app which can be integrated with existing trading platforms to read reports

American Express New York, NY
Software Engineer Intern June 2020 - Sep 2020

- Deepened the breadth of an application security testing tool using Python to scan for new URL endpoints on network
- Designed immersive Splunk dashboard panels to ingest raw data and display live feeds with critical information
- Wired REST endpoints to request data from WhiteHat and Jira in real-time and feed it back to the panels

SKILLS

Languages/Operating Systems: Python, JavaScript, TypeScript, Java, C++, Linux, Windows, macOS

Frameworks/Tools: React.js, Next.js, Node.js, Redux, ReactiveX, Google Cloud, Jest, Testing Library, Playwright

PROJECTS

Pitch, Don't Kill My Vibe Jan 2024 - May 2024

- Developed a full-stack Next.js application which allows startup founders to get feedback on their ideas from investors
- Configured Firestore database on Google Cloud to store pitches and users as separate collections on the back-end
- Integrated Firebase Auth to verify users and assign roles, VC or founder, needed for the app to dynamically function

Lumichain May 2020 - July 2020

- Designed a cryptocurrency based on the ERC-20 standard in Solidity and an ICO dashboard in React.js and Web3.js
- Allows traders to fulfill basic send and receive transactions on the Rinkeby Test Network using MetaMask extension

Holiday Planner Aug 2020 - Dec 2020

- Created a 3-step holiday planner which incorporated flights, hotels, and entertainment options using REST APIs
- Designed a client-facing interface using HTML, CSS, and JavaScript which enabled users to customize selections
- Personalized all aspects of the trip including prices, ratings, and reviews using Triposo, Amadeus, and MediaWiki

Augmented Snake Game Jan 2019 - May 2019

- Modified the game using Message Passing Interface to run multiple instances in parallel on a Raspberry Pi cluster
- Employed a reinforcement learning feedback loop in Python to improve performance in an evolutionary manner

Crazy Taxi Game Jan 2018 - May 2018

- Redesigned the classic game in Java where the player's objective is to continuously drive and avoid hitting obstacles
- Captured and registered user's keyboard inputs to enabled them to accurately control the movement of the vehicle
- Abstracted recurring game objects into their own class and rendered them to be played on a desktop-based GUI