

Altamash Ali

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EDUCATION

Cornell University , M.Eng. Computer Science (4.0 GPA, <i>summa cum laude</i>)	08/2023 – 05/2024
Texas A&M University , B.S. Computer Science (3.9 GPA, <i>magna cum laude</i>)	08/2018 – 12/2021

EXPERIENCE

Gann Law <i>Full-Stack Software Engineer</i>	New York, NY 11/2025 – Present
<ul style="list-style-type: none">Leading full migration from legacy system to a modern stack, improving scalability, maintainability, and performanceArchitecting core features and custom Odoo modules, managing data mapping, extraction, and secure databaseProviding cross-system support during transition by maintaining legacy environments, setting up test servers for QA	
J.P. Morgan <i>Software Engineer II</i>	Houston, TX 02/2023 – 08/2023
<ul style="list-style-type: none">Utilized reactive programming (RxJS) techniques to compose async functions to concurrently handle multiple tradesAutomated regression testing using Playwright to bypass manual test configuration and help expedite QALed team in complete rewrite of legacy unit tests as part of migration to modern React Testing Library	
<i>Software Engineer I</i>	02/2022 – 02/2023
<ul style="list-style-type: none">Extended ability for traders to price and structure options contracts by developing features for their trading systemBuilt functional components using React, TypeScript, and Redux to modernize legacy trading systems at the firmConducted extensive unit testing using Jest and Enzyme after the implementation of each new feature	
<i>Software Engineer Intern</i>	06/2021 – 09/2021
<ul style="list-style-type: none">Developed an elaborate report builder application to aggregate orders executed by futures and options tradersUtilized React and Handlebars to enable traders to manipulate field names, and redesign and reposition columnsBuilt a complementary report viewer app which can be integrated with existing trading platforms to read reports	
American Express <i>Software Engineer Intern</i>	New York, NY 06/2020 – 09/2020
<ul style="list-style-type: none">Deepened the breadth of an application security testing tool using Python to scan for new URL endpoints on networkDesigned immersive Splunk dashboard panels to ingest raw data and display live feeds with critical informationWired 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

xG – Football Analytics	11/2023 – 01/2025
<ul style="list-style-type: none">Designed a football match prediction framework to predict the probability of a goal occurring in PythonDeveloped a web scraper to extract data from scoreboards, then sanitized and structured it into a digestible formatHosted data on Google Cloud to then be parsed into relevant metrics using Pandas and visualize match trends	
Pitch, Don't Kill My Vibe	01/2024 – 05/2024
<ul style="list-style-type: none">Developed a full-stack Next.js application which allows startup founders to get feedback on their ideas from investorsConfigured Firestore database on Google Cloud to store pitches and users as separate collections on the back-endIntegrated Firebase Auth to verify users and assign roles, VC or founder, needed for the app to dynamically function	
Lumichain	05/2020 – 07/2020
<ul style="list-style-type: none">Designed a cryptocurrency based on the ERC-20 standard in Solidity and an ICO dashboard in React.js and Web3.jsAllows traders to fulfill basic send and receive transactions on the Rinkeby Test Network using MetaMask extension	
Holiday Planner	08/2020 – 12/2020
<ul style="list-style-type: none">Created a 3-step holiday planner which incorporated flights, hotels, and entertainment options using REST APIsDesigned a client-facing interface using HTML, CSS, and JavaScript which enabled users to customize selectionsPersonalized all aspects of the trip including prices, ratings, and reviews using Triposo, Amadeus, and MediaWiki	
Augmented Snake Game	01/2019 – 05/2019
<ul style="list-style-type: none">Modified the game using Message Passing Interface to run multiple instances in parallel on a Raspberry Pi clusterEmployed a reinforcement learning feedback loop in Python to improve performance in an evolutionary manner	