

# Altamash Ali

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## EDUCATION

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<b>Cornell University</b> , M.Eng. Computer Science (GPA: 4.1/4.3, <i>summa cum laude</i> )	08/2023 – 05/2024
<b>Texas A&amp;M University</b> , B.S. Computer Science (GPA: 3.9/4.0, <i>magna cum laude</i> )	08/2018 – 12/2021

## EXPERIENCE

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<b>xG: Football Analytics</b>	New York, NY
<i>Founding Software Engineer</i>	11/2023 – 01/2025
<ul style="list-style-type: none"><li>Designed a football match prediction framework to predict the probability of a goal occurring in Python</li><li>Developed a web scraper to extract data from scoreboards, then sanitized and structured it into a digestible format</li><li>Hosted data on Google Cloud to then be parsed into relevant metrics using Pandas and visualize match trends</li></ul>	
<b>J.P. Morgan</b>	Houston, TX
<i>Software Engineer II</i>	02/2023 – 08/2023
<ul style="list-style-type: none"><li>Utilized reactive programming (RxJS) techniques to compose async functions to concurrently handle multiple trades</li><li>Automated regression testing using Playwright to bypass manual test configuration and help expedite QA</li><li>Led team in complete rewrite of legacy unit tests as part of migration to modern React Testing Library</li></ul>	
<i>Software Engineer I</i>	02/2022 – 02/2023
<ul style="list-style-type: none"><li>Extended ability for traders to price and structure options contracts by developing features for their trading system</li><li>Built functional components using React, TypeScript, and Redux to modernize legacy trading systems at the firm</li><li>Conducted extensive unit testing using Jest and Enzyme after the implementation of each new feature</li></ul>	
<i>Software Engineer Intern</i>	06/2021 – 09/2021
<ul style="list-style-type: none"><li>Developed an elaborate report builder application to aggregate orders executed by futures and options traders</li><li>Utilized React and Handlebars to enable traders to manipulate field names, and redesign and reposition columns</li><li>Built a complementary report viewer app which can be integrated with existing trading platforms to read reports</li></ul>	
<b>American Express</b>	New York, NY
<i>Software Engineer Intern</i>	06/2020 – 09/2020
<ul style="list-style-type: none"><li>Deepened the breadth of an application security testing tool using Python to scan for new URL endpoints on network</li><li>Designed immersive Splunk dashboard panels to ingest raw data and display live feeds with critical information</li><li>Wired REST endpoints to request data from WhiteHat and Jira in real-time and feed it back to the panels</li></ul>	

## SKILLS

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**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

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<b>Pitch, Don't Kill My Vibe</b>	01/2024 – 05/2024
<ul style="list-style-type: none"><li>Developed a full-stack Next.js application which allows startup founders to get feedback on their ideas from investors</li><li>Configured Firestore database on Google Cloud to store pitches and users as separate collections on the back-end</li><li>Integrated Firebase Auth to verify users and assign roles, VC or founder, needed for the app to dynamically function</li></ul>	
<b>Lumichain</b>	05/2020 – 07/2020
<ul style="list-style-type: none"><li>Designed a cryptocurrency based on the ERC-20 standard in Solidity and an ICO dashboard in React.js and Web3.js</li><li>Allows traders to fulfill basic send and receive transactions on the Rinkeby Test Network using MetaMask extension</li></ul>	
<b>Holiday Planner</b>	08/2020 – 12/2020
<ul style="list-style-type: none"><li>Created a 3-step holiday planner which incorporated flights, hotels, and entertainment options using REST APIs</li><li>Designed a client-facing interface using HTML, CSS, and JavaScript which enabled users to customize selections</li><li>Personalized all aspects of the trip including prices, ratings, and reviews using Triposo, Amadeus, and MediaWiki</li></ul>	
<b>Augmented Snake Game</b>	01/2019 – 05/2019
<ul style="list-style-type: none"><li>Modified the game using Message Passing Interface to run multiple instances in parallel on a Raspberry Pi cluster</li><li>Employed a reinforcement learning feedback loop in Python to improve performance in an evolutionary manner</li></ul>	
<b>Crazy Taxi Game</b>	01/2018 – 05/2018
<ul style="list-style-type: none"><li>Redesigned the classic game in Java where the player's objective is to continuously drive and avoid hitting obstacles</li><li>Captured and registered user's keyboard inputs to enabled them to accurately control the movement of the vehicle</li><li>Abstracted recurring game objects into their own class and rendered them to be played on a desktop-based GUI</li></ul>	