Jude Allred

Fog Creek Software's CTO
Co-Founder & CTO/CSO at HASH.ai
Serial Founder and Principal Engineer

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Engaging the NYC Tech Community

ALLRED, LLC. — Founder & CEO
May 2020 - Present

- Provide startup support, coaching, technical guidance, and software development services for NYC companies
- Exploring and contributing to crypto projects, particularly DEPIN (Helium, Aethir) and future-looking networks (Chia, Solana, Sanctum)

Building HASH, a Tech Startup in Generalized Simulation

HASH, INC. — Co-Founder & Chief Technical Officer, Chief Simulation Officer

January 2019 - March 2020

- Co-Founded HASH and built v1 of the simulation engine and IDE using Rust, TypeScript, WebAssembly and AWS
- Demoed to VCs and raised $*(It's a secret)*MM Seed Round
- Lead all engineering efforts, including product architecture and development, site reliability, engineering hiring, developer relations, and managing humans
- Scaled team from 2 to 10+, launched private beta in December 2019, public beta spring 2020, & pushing toward Series A

March 2020 - Present

- Continuing role as Chief Simulation Officer, leading the open source HASH core platform and aiding HASH as a mentor, technical architect, and strategist.

Learning FinTech and Launching the US's First Buffered ETF Platform

SIMON Markets — Principal Full-Stack Developer

August 2020 - May 2022, *the pandemic era*

- Joined SIMON Markets as a Principal Full-Stack Developer
- Lead a team to launch the USA's first Buffered ETF trading platform using Scala, React/js, Terraform, AWS, and Serverless
- Lead SIMON's innovation team, creating weekly tech talks, new product initiatives, and many corporate refinements.
- Rewrote SIMON's technical recruiting and onboarding practices
- SIMON Markets was acquired by iCapital in June of 2022

Skills

Polyglot programmer and architect; I've written and architected code at every part of the tech stack. I've worked deeply with backend languages (C, C++, C#, Java, Scala, Rust), scripting languages (PowerShell, Python), 16+ years of JavaScript versions and frameworks, and most recently a strong combination of TypeScript/React.js, Rust, and WebAssembly.

I seek to find and use the best tools for the task.

Moving the needle; I seek tasks in an organization that improve its fundamentals, build teams around solving them, then automate myself out of the process so I can do it again.

Product incubation; I know how to take an idea from a daydream all the way through incubation and proof, build a team for it, take it to launch, find its market fit and handle its maintenance gracefully.

Team creation and mentorship; I love highly effective engineering teams, and I teach them to focus on solving important problems instead of churning through lists of tasks.

Fog Creek Software — CTO

June 2008 - January 2019

- Initially hired as Full-Stack Developer contributing to FogBugz
- Tuned Full-Text Search engine to achieve **100x speed gain**
- Partnered with Patrick McKenzie, a SEO and business development expert, to analyze and tune customer acquisition; **increased Fog Creek's revenue by 20%**
- Worked with FogBugz team to build a bespoke client-side web application in 2012, digging deep into JS and browsers
- First employee on site to assist at our NYC data center during Hurricane Sandy; [There's a documentary about it](#)
- Built a comprehensive and hurricane-tolerant backup/restore system for FogBugz, powered by AWS Glacier
- Founded and lead multiple teams, scaling them to ~8 people then coaching new leaders to take the helm
- Lead initiative to fully virtualize our production environment; Leveraged this work into a new FogBugz Onsite product which in its first year unlocked over **$2 million in enterprise sales**
- Overhauled our accounting systems to **increase revenue by 15%**
- **Lead technical hiring** and authored a complete overhaul of our engineering career ladder and salary leveling system
- Executive in charge of **product incubation for Glitch**; managed changeover of engineering focus from FogBugz to Glitch and scaling the Glitch team; **Glitch became the entire company**, a team of 35+, and **raised $30MM at a $100MM+ valuation.**
- Glitch was acquired by Fastly in May of 2022

Academics & Research

University of Colorado at Boulder — BS & MS CompSci

August 2004 - May 2009

I am the 2009 **Outstanding Graduate for Service**, a prestigious annual award given to one student across the entire College of Engineering.

Research and Publications

Bachelor's Thesis: [*A Recipe for Game Development Assignments in CS2*](#)

Master's Comp. Exam: [*No Silver Lecture: Essence and Accidents of Computer Science Education*](#)

ACM SenSys 2007: [*SensorFlock: An Airborne Wireless Sensor Network of Micro-Air Vehicles*](#)

NASA, Atlanta GA— *NASA SHARP Apprentice*

June 2003 - August 2003

Apprenticed in Computational Fluid Dynamics at Georgia Tech.

Co-authored [*Validation of the NASCART-GT Flow Solver*](#), documenting our experiments with NASCART-GT validated against published airfoil data.

Presentations

I've repeatedly spoken with boards, executive teams, and large audiences of tech professionals.

CTO School, keynote Techniques for Scaling Servant Leadership.

Strange Loop, lightning talk on Software Canaries; co-hosted Block Protocol workshop

Rust NYC 2019, lightning talk on Rust + WebAssembly; keynote on HASH's technical architecture in Rust

Tech Talks, monthly throughout my career at Fog Creek and then at SIMON Markets, topics ranging from UX design psychology to programming languages to engineering best practices.

College Accolades

Microsoft Imagine Cup Software Design Invitational National Finalist 2008 & 2009, Regional Finalist 2007

President, **CU Game Developer's Club**

University of Colorado **Engineering Fellow**

CU Engineering Excellence Fund CS Rep, assessing and funding $400,000 annually

Chairman, CU Computer Science Undergraduate Advisory Committee

Treasurer, CU ACM

University of Hawai`i 2003 Science Fair: Best in Category: Physics