

Atallah Allison

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Summary

C++ Software Developer with a B.S. in Computer Science and experience building performant applications using C++, Python, and C#. Strong background in object-oriented programming, multithreading, and system optimization. Passionate about low-latency systems, real-time data processing, and solving complex problems in trading and financial technology.

Education

University of Illinois at Chicago

Bachelor of Science in Computer Science

Chicago, IL

Aug. 2022 - May 2025

- Concentration in Software Engineering

Experience

Web Developer

Empowering Connections

May 2023 - Present

Oak Brook, IL

- Developed a responsive website using HTML5, CSS3, and JavaScript, improving usability across desktop and mobile devices.
- Implemented semantic HTML markup and ensured accessibility for key user flows such as appointment scheduling.
- Integrated secure forms and third-party APIs to streamline booking, reducing manual admin work by 25%.
- Optimized page performance and applied SEO best practices, resulting in a 30% increase in organic traffic.
- Used Git and GitHub for version control and collaborated with stakeholders to implement new UX features.

Freelance Web Developer

Self-Employed

Jan 2024 - May 2024

Remote

- Delivered client websites using HTML5, CSS3, JavaScript, and Bootstrap with a focus on responsive, accessible design.
- Optimized site load speeds and refactored scripts for better runtime efficiency and maintainability.
- Diagnosed and resolved cross-browser issues to ensure consistent UI behavior across modern browsers.
- Built and deployed sites via GitHub Pages and Netlify, managing version control with Git.
- Communicated with clients to gather UI/UX requirements and implement feedback iteratively.

Projects

Train Trouble – Puzzle Game | Unity, C#, Git

Spring 2025

- Developed a tile-based puzzle game with dynamic level shapes (e.g., square, diamond, X-shaped grids).
- Designed and implemented modular gameplay systems using object-oriented programming principles in C#.
- Implemented efficient path validation logic and memory-safe state management for tile placement and train traversal.
- Designed a responsive UI and leaderboard using Unity's canvas system and PlayerPrefs for persistence.
- Collaborated in a 4-person team using Agile workflows and GitHub for version control.

Divvy Bike Trends – Data Visualization Tool | Flask, pandas, Matplotlib

Fall 2024

- Built a Flask app to visualize Divvy bike usage using pandas and Matplotlib.
- Cleaned and analyzed ride + weather data to extract trends in ridership and trip duration.
- Generated interactive visualizations to support data-driven insights into urban transit.

Technical Skills

Languages: C++, Python, Java, C#, JavaScript, SQL, HTML/CSS

Systems & Tools: Linux, Git, GitHub, VS Code, Visual Studio, PyCharm

Frameworks: Flask, React, Node.js, Unity, Bootstrap

Concepts: Multithreading, OOP, SOLID Principles, Data Structures & Algorithms, API Integration

Data: pandas, NumPy, Matplotlib, BeautifulSoup

Methodologies: Agile, TDD, Version Control