

Anss Hameed

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EDUCATION

University of Bristol BSc Computer Science	<i>Sept 2022 – Aug 2025</i>
<ul style="list-style-type: none">Predicted: 1st Class DegreeKey Modules: Machine Learning (NN, MCMC, SVMs, Scikit, PyTorch), Functional, Imperative, Object-Oriented, Concurrent & Distributed Programming, Discrete Maths, Software Tools, Algorithms, Data Science, Cyber & Networks	
St Brendan's Sixth Form College A Levels	<i>Sept 2019 – Aug 2021</i>
<ul style="list-style-type: none">Mathematics (A*), Computer Science (A*), Business (A*), EPQ (A)	
Downend Secondary School GCSEs	<i>Sept 2017 – Aug 2019</i>
<ul style="list-style-type: none">9 GCSEs A* - B – Including Mathematics (A) and English Language (A)	

EXPERIENCE

Bank of America Software Engineering Intern (Electronic Cash Equity Trading)	<i>June – Aug 2024</i>
<ul style="list-style-type: none">Solved client trading production issues in OMS by troubleshooting FIX protocol discrepancies, enhancing trading stability.Automated load testing with Python and Bash reducing testing time by 94%, from 24 hours to 90 minutes, now adopted globally by QA teams across the bank.Added features to FIX testing software using Java and AMPS middleware to improve Prod to QA testing accuracy.	
University of Bristol Quant Analyst (Bristol Trading Society)	<i>Oct 2024 – Present</i>
<ul style="list-style-type: none">Developing predictive option pricing model in Python using NNs, capturing complex patterns in market data.Using Scikit with hyperparameter tuning and cross-validation to enhance accuracy in dynamic market environments.	
Alfa Financial Software Technology Intern	<i>July 2023</i>
<ul style="list-style-type: none">Technology consultancy - tackled customer queries and advised on how to optimize software usage for business needs.Enhanced UI/UX of Alfa's software using HTML/CSS/JS and developed Java software for asset finance company.	
Pyng Software Developer (Start-Up)	<i>Mar – Aug 2023</i>
<ul style="list-style-type: none">Optimised mobile payment transactions, improving transfer speed and UX, including seamless bill splitting.Leveraged React Native to elevate app UI/UX and developed Python-based transaction calculator.	
upReach Tech 500 Associate	<i>Mar 2023 – Present</i>
<ul style="list-style-type: none">Selected as a high potential undergraduate to join an accelerated professional development programme.Tech500 Bootcamp 2023 Highlights:<ul style="list-style-type: none">- G-Research: Developed Python solutions to optimize decision-making in auction bidding challenge.- Reply Group: Integrated Google Cloud tools for machine learning and cloud storage, tailoring solutions to client needs.- JMAN: Data Science role for a client project; extracted data using Power BI, Excel, and Python (NumPy, Pandas).	
University of Bristol STEM Outreach Ambassador & Teaching Assistant	<i>Mar 2023 – Present</i>
<ul style="list-style-type: none">Delivered Python and GCSE Maths lessons to disadvantaged students at a local secondary school.Taught two Discrete Maths modules (Linear Algebra, Probability & Statistics, Combinatorics, Analysis) and mentored 2 groups of 6 (first- and second-year undergraduates) for 'Software Engineering Project'.	

PROJECTS

AI Social Media Product Manager, Client Liaison & Developer (SpaceNXT Labs)	<i>Sept 2023 – May 2024</i>
<ul style="list-style-type: none">Implemented Stable Diffusion for AI-driven image generation, integrated OpenAI API for dynamic caption generation and utilised Google's API for trend analysis.Developed Vue.js front-end with back-end API integration for Twitter (X) and LinkedIn automated posting.Orchestrated agile development as product manager for a team of 5 and liaised with SpaceNXT Labs CEO.	
Parallellised Game of Life Simulation (AWS Distributed)	<i>Oct – Dec 2023</i>
<ul style="list-style-type: none">Utilised Go distributed processing on AWS EC2 to improve efficiency by benchmarking algorithmic performance and identifying bottlenecks using CPU profiling.Optimised network communication via publish/subscribe model ensuring fault tolerance and scalability.	
Scotland Yard AI Boardgame (Game Design)	<i>Jan - May 2023</i>
<ul style="list-style-type: none">Developed AI agent to play digital version of Scotland Yard boardgame using Java.Applied 'minimax game tree' and 'alpha-beta pruning' algorithm to optimize AI bot's winning performance.	
Utopian World Simulation (Hackathon Game Design)	<i>Feb 2023</i>
<ul style="list-style-type: none">Used C# and Blender to model real-world environments adapting to geographical and political variables.	
Mandelbrot Fractal Set (Interactive Mathematical Modelling Tool)	<i>Sept 2020 – April 2021</i>
<ul style="list-style-type: none">Utilised NumPy for efficient calculations and SQL for data management, including a Julia set extension.	

SKILLS & ACHIEVEMENTS

Programming Languages: Python, Java, C, C++, Go, Haskell, HTML/CSS/JS, React, TypeScript	
Technical Skills: Git, Data Structures, Algorithms, Architecture, SQL, Linux, Imperative, Functional, Concurrent, Vim, AWS, Distributed and Object-Oriented programming, Quasar, Jira, JSON, Bash, Scikit-learn, PyTorch	
Spoken Languages: English, Hindi, Urdu	
Achievements:	
<ul style="list-style-type: none">Bristol Plus Award: Recognised among the top 5% University of Bristol students for outstanding work experience and extracurricular achievements.'Bristol Scholar' & Access to Bristol: Selected by sixth form as a high-performer in academia which granted me access to exclusive opportunities at the University of Bristol.WeBuyAnyCar Sales Manager (Full-Time Role): Consistent #1 performer across South-West, Wales and Midlands, leading in car purchases and bonuses along with leading 6 branches across Bristol and training new recruits.	<i>Mar 2024</i> <i>Sept 2021 – Present</i> <i>Jan - Sept 2022</i>