NAEEM QUDDUS

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EXPERIENCE

Oculus - Facebook May 2016 - August 2016
Software Engineering Intern *Menlo Park, CA*

- Position: Software Engineering Intern on the Developer Platform team.
- Redesigned and implemented a new navigation system for the Oculus developer dashboard website. Worked with designers and content strategists to create a new user experience for first time users of the website tools with reusable components. Created a rich text editor to allow developers to write formatted descriptions for their applications.

Bloomberg LP May 2015 - August 2015
Software Engineering Intern *New York City, NY*

- Position: Core Financial Intern on the Mortgage Development team.
- Designed and created new system to handle workflows for individuals. System designed to automatically generate, assign, and monitor progress of work items in real time. Helps streamline triage and work blockage analysis for project leads. Abstracted interface to allow for new projects and workflows to be added smoothly.

Indeed.com May 2014 - August 2014
Software Engineering Intern *Austin, TX*

- Position: Intern on the Aggregation team.
- Programmed a service to query information from Twitter to find possible job application pages. Wrote and trained a naive bayesian classifier to parse the html content of candidate pages and classify pages, filtering out 98% of undesired pages.

PROJECTS

Radiosity Global Illuminator

- Implementation of a rendering algorithm generating scenes with global illumination. Divides a given environment into discrete polygons which radiate light until color convergence.
- Ray based communication based off of a previously written c++ Ray Tracer.

Cloth Simulator

- Implementation of *Large Steps in Cloth Simulation* by Baraff and Witkin and *Robust Treatment of Collisions, Contact and Friction for Cloth Animation* by Bridson et al.
- Cloth internal dynamics implemented through implicit time itegrator on differentiated energy conditions.
- Collisions prevented by inelastic impulses and spring based repulsion forces and detected by axis aligned bounding volume hierarchy.

EDUCATION AND ACCOMPLISHMENTS

University of Texas, Austin *May 2017*
B.S. in Computer Science · Turing Scholars Honors Program
Overall GPA: 3.85

Competitive Programming

- Member of UT's International Collegiate Programming Contest team at South Central Regional *October 2014*
- **1st Place** Google Games Austin *April 2015*
- **2nd Place** Microsoft Coding Challenge *September 2015*

TECHNICAL STRENGTHS

Proficient	Java, Python
Familiar	C/C++, React.js, Bash
Tools	Git, Travis CI, Vim, Guice, GraphQL/Relay