NAEEM QUDDUS

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EXPERIENCE

Oculus VR - Meta   June 2017 - May 2018
Software Engineer - Oculus Mobile App Team   *Menlo Park, CA*

· Built and released the companion app for Oculus Go and Oculus Quest on iOS and Android. Worked full stack on mobile pairing user flow and Bluetooth pairing protocols. Designed and implemented new standards for the standalone VR first time user experience. Developed and engineered Oculus mobile GDPR compliance process and strategy.
· Outcomes: 1.2 million app downloads in the first year, quarter million Oculus Go headsets sold in the first quarter, Secured against potential GDPR compliance fines of 1.6 billion dollars

Oculus VR - Meta   May 2016 - August 2016
Software Engineering Intern - Developer Platform team   *Menlo Park, CA*

· 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. Created a rich text editor to allow developers to write formatted descriptions.

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

· 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 - Aggregation team   *Austin, TX*

· 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.

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.
· 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, Javascript, React Native
Familiar	Python, C/C++, Bash
Tools	Git, Travis CI, Vim, Guice, GraphQL/Relay, Redux