

THOUFEEQ AHAMED

SOFTWARE DEVELOPER | PRODUCT OWNER

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<https://thoufeeqa.github.io>

Vancouver, BC

EXPERIENCE

Projects @Centre for Digital Media

SEP 2017 - PRESENT | Vancouver, Canada

- **ShopIn** | (Product Manager / Developer)
VR e-commerce platform that enables retailers to provide a stellar omnichannel retail experience.
- **WANDAR** | (Product Manager / Developer)
AR app that allows users to create hyperlocal 3D drawings around the world
- **SIGGRAPH VR Theatre** | (Product Manager / Developer)
VR experience to showcase movies curated for the 2018 VR Theatre

Lead Developer @Oysterr Digital

OCT 2016 - AUG 2017 | Chennai, India

- Led a multidisciplinary team of five in creating interactive VR/AR experiences. Shipped three Desktop VR products and two Mobile AR products within a span of ten months.
- Analysed client requirements and defined technical project specifications. Direct design, development and implementation on projects.
- **Notable projects*** | VR rock-climbing simulator using hand-tracking technology; Real-time, dynamic architectural visualisation; Puzzle-based escape game; Multiplayer AR arcade shooter prototype.

Product Engineer @Paper.vc

AUG 2015 - SEP 2016 | Chennai, India

- Took product from an MVP to a production-grade, scalable system within a span of 5 months.
- Designed and developed an information extraction system consisting of web crawlers, ML-based text classifiers and named-entity recognition modules.
- Managed agile development sprints, delegated ownership of features, setup a continuous delivery pipeline, and tracked milestones.
- Led the validation phase for a highly scalable microservices-based server-side stack.

*Projects under strict NDA, references available

EDUCATION

SEP 2017 - SEP 2018

Masters in Digital Media | Product Management

@Centre for Digital Media,
Part of UBC, SFU, BCIT & ECUAD

AUG 2011 - MAY 2015

Bachelor of Engineering | Electronics & Communication Engineering

@Madras Institute of Technology, Anna University

ACHIEVEMENTS

VP and Co-founder - The Box Office | 2013

Official drama club of MIT. Directed plays and musicals. Hosted debates, acting workshops, and literary competitions.

Best Paper - 3rd Annual ICSCN | 2015

Best Research Paper award at the 3rd International Conference on Signal Processing, Networking & Communication for 'Facial Feature Recognition and Extraction using DPM and DSIFT'

Winner - Open Source Project Hunt | 2015

Built a home automation system using Arduino boards. Controlled via IR remotes, or over Wi-Fi.

SKILLS

- Software Architecture and Project Planning
- Rapid Prototyping and Continuous Development
- Agile Development with multidisciplinary teams
- Gameplay Design
- REST APIs and online services

Programming Languages

C#

Python

C++

Key Software / Tools

Unreal Engine

Unity 3D

Blender

Visual Studio

Substance Designer

Docker

Git