# **THOUFEEQ** AHAMED

xR Development + Product Management

# EXPERIENCE

# **Projects** @Centre for Digital Media SEP 2017 - PRESENT | Vancouver, Canada

- WANDAR | AR app that lets users create hyperlocal 3D drawings around the world (Developer+Product Owner)
- ► SIGGRAPH VR Theatre | An experience combined with a virtual lobby to showcase movies curated for the 2018 VR Theatre (Developer + Product Owner)

# **Immersive Experiences** @Oysterr Digital OCT 2016 - AUG 2017 | Chennai, India

- Worked with a multidisciplinary team of artists, designers, and engineers to develop interactive immersive experiences for a variety of clients with access to a wider range of audiences
- Gained significant experience in xR pipelines, highquality lighting & texturing, and gameplay design
- Notable projects | VR rock climbing sim using leap motion sensors (Project Lead), Interactive AR app for a children's book (Developer), Dynamic, realtime architectural visualisation (Developer), Puzzle-based escape game (in development, Project Lead)

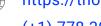
# Product Engineer @Paper.vc

AUG 2015 - SEP 2016 | Chennai, India

- Project tracking, managed agile programming sprints, delegation of feature ownerships
- Designed and developed an information extraction system consisting of web crawlers, text classifiers and named entity recognition modules
- Managed the prototyping phase for a microservices-based server-side stack permissions based & highly scalable.
- DevOps pipeline setup for quick prototyping, code tests, continuous delivery and integration, service discovery, server security, and failsafe mechanisms
- Additional responsibilities ~ Website analytics, A/ B testing and social media management

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Vancouver, Canada

# **EDUCATION**

AUG 2011 - MAY 2015 **Bachelor of Engineering Electronics & Communication Engineering** 

@Madras Institute of Technology, Anna University

SEP 2017 - SEP 2018 **Masters in Digital Media** 

@Centre for Digital Media, Simon Fraser University

# **ACHIEVEMENTS**

#### VP and Co-founder - The Box Office

Official drama club of MIT, performing plays and musicals. Also hosts 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 and over Wi-Fi.

# SKILLS

### **Competencies**

- Rapid Prototyping and Continuous Development
- Software Architecture and Project Planning
- Strategic Design thinking
- Gameplay Design
- Networking and RESTful API Systems

# **Programming Languages**

**Python** C++ C#

#### **Key Software / Tools**

Visual Studio Unity 3D Substance Designer

**Unreal Engine** Blender Git