

# THOUFEEQ AHAMED

xR Development + Product Management

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## EXPERIENCE

### Projects @Centre for Digital Media

SEP 2017 - PRESENT | Vancouver, Canada

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

### 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, high-quality 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, real-time architectural visualisation (*Project Lead*), 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

## 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 2014

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

Blender Unreal Engine Git