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 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, 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 *(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

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