

THOUFEEQ AHAMED

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EXPERIENCE

Lead Developer @Oysterr Digital

OCT 2016 - AUG 2017 | Chennai, India

- ▶ Led a multidisciplinary team of five in creating interactive, VR/AR experiences for a variety of clients from conception through launch phases.
- ▶ 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

(FKA Termsheet.io)

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 microservices-based server-side stack - permissions based & highly scalable.

Other Projects

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

EDUCATION

SEP 2017 - PRESENT

Masters in Digital Media | Product Management
@Centre for Digital Media, Simon Fraser University

AUG 2011 - MAY 2015

Bachelor of Engineering
Electronics & Communication Engineering
@Madras Institute of Technology, Anna University

ACHIEVEMENTS

VP and Co-founder - The Box Office 2014

Official drama club of MIT. Directed plays and musicals. Also 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

Competencies

- ▶ Software Architecture and Project Planning
- ▶ Rapid Prototyping and Continuous Development
- ▶ Agile Development with multidisciplinary teams
- ▶ Gameplay Design

Programming Languages

Python C++ C#

Key Software / Tools

Unreal Engine Unity 3D Blender Visual Studio
Substance Designer Docker Git