

# THOUFEEQ AHAMED

Software Developer / Product Manager

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## EXPERIENCE

### Projects @Centre for Digital Media

SEP 2017 - PRESENT | Vancouver, Canada

- ▶ **ShopIn** | Virtual-commerce platform to help stores provide a stellar shopping experience. (*Developer + Product Manager*)
- ▶ **WANDAR** | AR application 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*)

### Development Lead @Oysterr Digital

OCT 2016 - AUG 2017 | Chennai, India

- ▶ Led a multidisciplinary team of artists, designers, and developers in creating interactive, immersive experiences for a variety of clients from conception through launch phases.
- ▶ Implemented agile development practices, planned and executed development roadmap, gained significant experience with real time 3D pipelines and experience design for xR.
- ▶ **Notable projects** | VR rock climbing sim using leap motion sensors (*Project Lead*), Dynamic & real-time architectural visualisation (*Project Lead*), Puzzle-based escape game (*in development, Project Lead*), Multiplayer AR arcade shooter prototype (*Developer*).

### Product Engineer @Paper.vc

(FKA Termsheet.io)

AUG 2015 - SEP 2016 | Chennai, India

- ▶ Worked on taking the product from an MVP stage to a production-grade, scalable system
- ▶ Managed agile programming sprints, delegated ownership of features, setup a continuous delivery pipeline, and tracked milestones
- ▶ Designed and developed an information extraction system consisting of web crawlers, text classifiers and named entity recognition modules
- ▶ Led the prototyping phase for a microservices-based server-side stack - permissions based & highly scalable.

## EDUCATION

SEP 2017 - PRESENT

### Masters in Digital Media

@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

- ▶ Rapid Prototyping and Continuous Development
- ▶ Software Architecture and Planning
- ▶ 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