

# THOUFEEQ AHAMED

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## EXPERIENCE

### Design and Development ~ VR Experiences

Oysterr Digital  
OCT 2016 - AUG 2017, Chennai, India

#### Notable Projects

- ◆ VR Rock Climbing Sim - Uses a Leapmotion Controller to track hand position and grab intensity. [Gameplay Design and Development]
- ◆ VR Safari - Interactive experiences with wild animals in a forest. [ Project Lead and Gameplay Design ]
- ◆ VR Puzzle-based escape game (Under development) [ Project Lead and Gameplay design ]
- ◆ Educational AR applications for children's books - [ Developer ]
- ◆ Architectural Visualization in VR - [ Project Lead and Lighting ]

### Product Engineer

Termsheet.io  
AUG 2015 - SEP 2016, Chennai, India

- ◆ Designed and developed an information extraction system consisting of web crawlers, classifiers and named entity recognition modules
- ◆ Project tracking, managed agile programming sprints, delegation of feature ownerships
- ◆ Managed prototyping phases for a microservices-based server-side stack, permissions based, highly scalable. Groundwork for swap from a monolithic setup
- ◆ DevOps pipeline setup for quick prototyping, code tests, continuous delivery and integration, service discovery, server security, and failsafe mechanisms
- ◆ General marketing, website analytics, A/B testing and social network management

## EDUCATION

AUG 2011 - MAY 2015

### Bachelor of Engineering, Electronics & Communication Engineering

Madras Institute of Technology (MIT), Anna University  
[ CGPA: 7.67/10 ]

SEP 2015 - PRESENT

### 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. 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 paper on '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

### Programming Languages:

Python C++ C#

### Software/Tools:

Unreal Engine 4 Unity3D  
Substance Designer Blender Gimp  
Visual Studio Microsoft/Mac/Google office suites

### Competencies:

Rapid Prototyping and Continuous Development  
Software Architecture and Project Planning  
Natural Language Processing  
Computer Vision  
Networking and RESTful API Systems