THOUFEEQ AHAMED

SOFTWARE DEVELOPER | PRODUCT OWNER

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https://thoufeeqa.github.io
Vancouver, BC

EXPERIENCE

Projects @Centre for Digital Media

SEP 2017 - PRESENT | Vancouver, Canada

‣ Responsibilities (Product Manager + Developer)
  ‣ Planning and executing technical strategy, prototype development, setting and tracking release milestones,
  ‣ Managing ideation and design sprints, delegating feature ownerships, facilitating team communication
  ‣ User testing and research
‣ Projects
  ‣ **ShopIn** | VR eCommerce platform that enables retailers to provide a stellar omnichannel retail experience.
  ‣ **WANDAR** | AR app that allows users to create hyperlocal 3D drawings around the world.
  ‣ **SIGGRAPH VR Theatre** | VR experience to showcase movies curated for the 2018 VR Theatre.

Lead Developer @Oysterr Digital

OCT 2016 - AUG 2017 | Chennai, India

‣ Led a multidisciplinary team of five in creating interactive VR/AR experiences built using Unreal Engine. 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, software 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

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 highly scalable microservices-based server-side stack.

EDUCATION

SEP 2017 - SEP 2018
Masters in Digital Media | Product Management @Centre for Digital Media (UBC, SFU, BCIT & ECUAD)

AUG 2011 - MAY 2015
Bachelor of Engineering | Electronics & Communication Engineering @Madras Institute of Technology, Anna University

ACHIEVEMENTS

Best Paper - 3rd Annual ICSCN
2015
Best Research Paper awarded 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, Chennai
2015
Built a home automation system using Arduino boards. Controlled via IR remotes and over Wi-Fi.

VP/Co-founder - The Box Office
2013
Official drama club of MIT. Directed plays and musicals. Hosted debates, acting workshops, and literary competitions.

SKILLS

· Technical Architecture and Project Planning
· Rapid Prototyping and Continuous Development
· Agile Development with multidisciplinary teams
· Gameplay Design
· Web services, Microservices, REST APIs

TOOLS

Unreal engine 4, Unity 3D, Blender, Substance Designer, Docker, Git

Programming Languages
C#, Python, C++

Projects under strict NDA, references available