

# AHMED SHAKIL

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**OBJECTIVE** Use and expand my technical skills & leadership experience in Mobile, AR/VR & IoT industry.

## SUMMARY OF QUALIFICATIONS

- 20 years of experience in interactive and cross-platform application development on Mobile, Desktop & Web.
- Decisive leader of initiatives to promote organizational growth & optimal utilization of emerging technologies.
- Educated in software architecture, methodologies, object oriented concepts, GUI design & 2D/3D graphics.
- Specialized in User Interface Design, Graphics, AR/VR and IoT with knowledge of latest trends & best practices.
- Achieved a very unique set of skills from working at several global brands and startup companies.

## SKILLS SET

### Mobile Development

#### Android, Swift, Kotlin, Cross-platform

- 15 years of Mobile application development
- Mobile Phones, Tablets & Embedded Systems
- 2D/3D, Animations, Internationalization, OpenGL ES
- Search, Entertainment, Social Media, Gaming apps
- Bluetooth, GPS, Geocoder, Sensors, Tracking, SQLite
- JavaME, LWUIT, QT, GTK+, Maemo, Openmoko

#### Java

- 17+ years of Java development
- Java SE, Java ME, Java EE, JavaFX
- 10 years of Swing advanced development
- Java2D, Java3D, JFC, AWT, JMF, PLAF
- JNI, NIO, JCE, JMS, JMF, JAI, RMI
- EJB, Servlets, JDBC, JUnit, TCP/IP
- Concurrency, Reflection, Javadocs

#### C/C++

- 13 years of C/C++ desktop application development
- Internet, Device Drivers & Multimedia programming
- STL, MFC, OWL, FLTK, QT, GTK+, COMM & Sockets

#### Other

80x86 Assembler, Pascal, FoxPro, BASIC, SQL, MySQL, SEO  
Design: Photoshop CS, Adobe Illustrator, GIMP, MagicDraw  
IDE: IntelliJ IDEA, Android Studio, WebStorm, Borland C++  
OS: Linux, Debian, Ubuntu, BASH, DOS, Windows, OS X  
Tools: Ant, ProGuard, YourKit, GCC, Gradle. VCS: Perforce & GIT  
Server: Tomcat, Apache, GlassFish, JBoss, Hibernate, cPanel  
Hobbies: Superbikes, Swimming, Fencing, Cooking & Woodworking

### AR/VR/MR, Graphics, IoT, Robotics

- 3 years of Virtual Reality & Augmented Reality
- 10 years of 2D & 3D graphics programming
- 5 years of IoT, Robotics & Embedded software
- HMDs with 3 & 6 DoF, Immersive & Tactile Feedback,
- WebXR, Three.js, WebGL, OpenGL, Arduino, Raspberry Pi

### WWW / HTML 5 / CSS 3

- 3 years' experience in HTML5 / CSS3 development
- 5 years' experience in JavaScript programming
- W3C, jQuery, GWT, Flex, ActionScript 3.0, VRML, X3D

### User Experience

- 20 years' experience in UI Development & UI Design
- A unique & hard-to-find combo skillset of UI design and development on Desktop as well as on Mobile

### Software Architecture

20 years of Object Oriented Design and Development. UML 2.0, Design Patterns, Software Processes, SDLC, UP, RUP, XP, Iterative, MVC, Code Quality & Product Quality

### Technical Leadership

15 years of experience as hands-on CTO, leading Tech departments varying size & scope, managing both local and virtual teams. Recognized for creative initiatives, evaluating future techs & resolving mission critical issues.

## EDUCATION

Sun Certified Enterprise Architect for Java EE Technology, April 2006.

Sun Certified Mobile Application Developer for Java ME, August 2005.

Sun Certified Developer for Java™ 2 Platform, September 2001.

Sun Certified Programmer for Java™ 2 Platform May 2001.

XML Certification for Developers, Feb 2001.

Petroman Training Institute, Diploma in Computer Science, 1993.

Pakistan Air Force College, 1990-1992 Pre-engineering.

## ACHIEVEMENTS

Mar `12 Released one my own game title 'IbilWars' on Mobile phones and Tablet computers

Feb `04 Capita Technologies Award for Best Java Swing Technical Test Competition

Jun `00 Goinvest.com, Introduced the revolutionary concept of charting stock information in three dimensions.

Feb `94 Center of Learning - Russian Cultural Center, *First Prize* for *Pakistan Tourist Multimedia Guide*

Sep `93 Petroman Institute (software competition), *First Prize* for *QuickDraw* (a 2D drawing Utility.)





**SILERIA** [sileria.com](http://sileria.com), Los Angeles, California, *Title: Lead Developer & Architect*

01/01-Present

*Senior Developer* at Sileria providing hands-on technical leadership for all company-wide products and projects. The role includes researching technologies, gathering requirements, building teams, choosing software process, system architecture, mentoring teams, delivering quality products on-time and within budget.

- Developing software applications for Mobile phones including Android, iOS and various other platforms.
- Apps built for variety of categories including Games, Entertainment, Social Media & Traveling apps.
- Taking initiatives for emerging technologies in the area of AR, VR, MR, IoT and Robotics.
- Researching new platforms & technologies, tweeting, blogging, and giving technical presentations.
- Successfully completed hundreds of projects for Mobile, Web and Desktop (Linux, OS X & Windows).

Summary of some work at SILERIA

<p><b>SONOS</b> 2018 Listening room experience on an Android Tablet connected to speakers and LCD screen for the first of its kind SONOS store opened in NYC in 2016.</p>	<p><b>Aniroid</b> 2008-Present Developer and organizer of an open-source toolkit library for building Android apps. The toolkit is being used on many projects.</p>	<p><b>DeckStore</b> 2013 A 3D Stereo App store in OpenGL 2.0 that allows 3D apps &amp; contents to be viewed on stereoscopic 3D tablets and mobiles.</p>	<p><b>AlSalah</b> 2001-Present An award winning app that runs on all Java based mobiles (including Android &amp; J2ME), desktop platforms and the Web.</p>
<p><b>Victorious</b> 2015 Created a platform, for Android devices, that lets YouTube celebrities launch personalized social media apps.</p>	<p><b>IbilWars</b> 2012 <b>Game Architect</b> for a multi-player arcade game that uses hybrid 2d engine on phones, tablets, Kindle &amp; Nook.</p>	<p><b>SDeck</b> 2014 Developed an SDK library for tablets with 3D stereo displays using OpenGL ES 2.0 that lets user browse contents in a 3D world.</p>	<p><b>AlSajdah.org</b> 2013 <b>Architected &amp; developed</b> a full suite of mobile apps Designed &amp; developed the website in HTML5, CSS3, Javascript &amp; PHP.</p>
<p><b>Vimeo</b> 2014 Developed Vimeo's first Android application for Amazon's FireTV and other Android powered set-top boxes and gaming consoles such as Ouya.</p>	<p><b>UrbanDaddy</b> 2010 Volkswagen sponsored UD's first Android app released with Jetta 2011. Also developed their app for Nook and Amazon Kindle Fire tablets.</p>	<p><b>Barnes &amp; Noble</b> 2013 Developed <b>NOOK Video</b>; a video stream app that lets you purchase, rent and download movies making them accessible to watch when offline.</p>	<p><b>Warner Bro</b> 2013 Developed <b>Out My Window</b>; a family oriented social photo sharing app, for WB. The full suite of apps runs on Android, iOS and iTV.</p>
<p><b>CNET</b> 2014 Fully in-charge of design and development, for several releases, of the tech-lover CNET app with award-winning tech news, reviews, &amp; trend coverage.</p>	<p><b>YPmobile</b> 2009 Tech Lead for the entire Java Mobile apps division in charge of software architecture and five apps developers.</p>	<p><b>Citysearch</b> 2010 Architect &amp; lead engineer in a fast paced Agile SCRUM environment; Re-architected the acquired offshore code; Hired team to build future apps.</p>	<p><b>E! Online</b> 2012 <b>OpeningAct</b> app for that gets you exclusive access to behind-the-scenes videos, photos &amp; facts, synced up to show that you are watching.</p>
<p><b>Qualcomm</b> 2012 Senior Architect building sample apps for Qualcomm's vision-based augmented reality software platform; <b>Vuforia SDK</b>.</p>	<p><b>H&amp;R Block</b> 2011 Developed <b>Tax Central</b>; H&amp;R Block's first app showing tax estimates, quiz, answers, glossary, videos, products, and news.</p>	<p><b>D3 Core</b> 2013 Built client SDK for digital media management and playback engine. Apps like Starz, NOOK Video &amp; Encore were built on top.</p>	<p><b>Arkit</b> 2005 An app store engine developed using Java 6, Swing, GWT, EJB 3.0, MySQL, Hibernate, GlassFish &amp; UML 2.0</p>

(Visit: [sileria.com](http://sileria.com) to see full portfolio)

**iRise** [www.irise.com](http://www.irise.com), El Segundo, California, *Title: UI Team Lead* 07/06-04/09

- UI Team Lead for a powerful Java Swing based visualization tool for prototyping and simulating software.
- Successfully provided leadership and technical role during three complete software development life cycles.
- Responsible for software architecture, development, guiding team for best practices, code quality and product quality.
- Also involved in bug fixing process, memory profiling and optimizations for performance and scalability.
- Giving Technical Presentations on advanced Java, Swing and object oriented development topics.

**Gateway** [www.gateway.com](http://www.gateway.com), Irvine, California, *Title: Lead Software Engineer* 06/05-12/05

- UI Team Lead for a J2EE based Order Capture system. Technology used was Java, Swing, EJB 3.0, Hibernate, JBoss.
- Responsibilities included software architecture, development, guiding team for best practices and technical lead.

**symantec™** [www.symantec.com](http://www.symantec.com), Santa Monica, California, *Title: Lead Java Swing Developer* 10/04-05/05

- Worked on Java Swing based Enterprise Security application.
- Designed and developed UI for rules editor engine. Also worked on incidents, targets and asset managers.

**MESoft** [MESoft Partners, LLC](http://MESoftPartners.com), Burbank, California, *Title: UI Architect* 02/03-08/04

- ◊ Involved in full software development cycle of two successful releases of SELECT™.
- ◊ Managed development team up to 10 individuals including developers, artists and QA.
- ◊ Developed SELECT Look & Feel and entirely responsible for UI design and decisions.
- ◊ Architected a plug-in framework to embed native viewers such as media players, image viewers, document-viewers, internet browsers on Windows, Mac and Linux.
- ◊ MESoft's SELECT™ for Real-Time Dailies® Review and Approval Software is a digital client/server based solution for film/TV studios & post-production to replace the former analog process of review/approve dailies. Used by MGM, Disney, Fox, etc...



**capita** [Capita Technologies Inc.](http://CapitaTechnologies.com), Irvine, California, *Title: Sr. GUI Developer* 04/03-06/04

- Designed and developed several look and feels for four major products which include Axiom's production management software Budgeting™, Scheduling™, Accounting™ and their payroll system PayTrax™. Used by HBO, Fox Studios and others.
- In-charge of all GUI development and keeping it uniform across the product line.
- GUI included JTreeTable, glass buttons, percent layout, wheel spinners, spring tabbed pane, transparent components, custom renderers, image viewer, creating icons, etc...
- Trained and mentored junior developers in Java 2, Swing & object oriented concepts.



**SONY** [Sony Electronics Inc.](http://SonyElectronics.com), Culver City, California, *Title: Sr. Graphics Programmer* 03/02-10/02



- UI Team Lead for Socratto™, a high-end digital production tool for special effects, compositing, editing, auto-conform, integrated 3D, graphics, paint and tracking. Completed Socratto version 2.5
- Responsibilities and ownership included; UI Framework (based on FLTK and SonyWidgets), FlowGraph (procedural operator graph/schematic), Navigator and Scene Browser (media bin)
- R&D of cross-platform UI Framework in Java™ Swing & Java2D as GUI front-end, that interfaces with Kaydara's Filmbox and Socratto's native kernel using the JNI technology.

**Computer Kyokai**, Gardena, California *Title: Lead Application Developer* 04/02-09/02

- Developed a client/server based multilingual POS and restaurant management system for Japanese restaurants. Application was built on Java using Java Swing framework, RMI and JDBC.

**discreet™** [www.autodesk.com](http://www.autodesk.com), Venice, California, *Title: Sr. Graphics Developer* 12/00-12/01

- Led all Java graphics/media framework R&D for their Internet Initiative team, to facilitate rich media technology across our realm of digital content creation software, like Combustion, Edit, Slipstream etc...
- Developed modular interfaces in Java to Internet enable applications and to create/manage media content. The modules run stand-alone on multiple platforms or can be integrated into software using JNI.
- Involved in full development cycle of Combustion 2.0 release. Responsible for the design and integration of the UI for Windows Media and REAL encoders into the Combustion plug-in structure.
- Wrote Special Effect filters and platform independent GUI components for Combustion 2.0.





**Virtual Reality-FX**, Long Island, New York. *Title: Consultant*

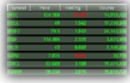
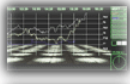
9/94-9/96, 3/00-4/00

- 🌐 Developed three dimensional image gallery using Java3D API.
- 🌐 Interfaced with JavaScript and VRML for developing 3D interactive E-commerce website.
- 🌐 Developed windows based VR systems in World Toolkit for Windows and Borland C++ 4.0.
- 🌐 Created device drivers for a data-glove to be used as an input device for several of the VR systems.
- 🌐 Worked with stereo images for HMD (Head mount display).



**Goinvest.com** Santa Monica, California, *Title: Sr. Graphics Programmer*

8/99-11/00

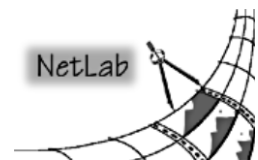


- Developed interactive applets / applications for streaming real-time charts and portfolios.
- Developed Java servlets for intraday & historical charting, dynamically served as GIF images.
- Introduced a new concept of charting stocks in a 3D world using the Java3D API.
- Wrote middle tier server applications in Java, connecting database servers to client side applets and applications. Implemented connection pools, multithreaded socket, etc.
- Wrote advanced parsers for encrypted data feeds from S&P, TAL, Iverson, Zacks and Reuters.
- Ported Perl scripts to optimized C++ executables, to be run under Linux server as CGI scripts.
- Led all Java graphics development and trained juniors & interns in Java 2 Technology.

**North Communications, Inc.**, Marina Del Rey, CA, *Title: Sr. Software Engineer*

3/97-3/99

- Designed & developed NetLab, WinNT/MFC based visual design tool that embeds Internet Explorer, ActiveMovie, custom controls and Compound File Storage.
- Worked on image compositing / video capturing using Video for Windows API.
- Co-developed interactive touch screen kiosk interface; NetGain. Development included ATL/COM, ActiveX, ATL GUI, porting MFC to ATL using Visual C++.



**Reuters America, Inc.**, El Segundo, California, *Title: Consultant*

10/96-3/97

Developing WinNT/95 based stock data information system using Visual C++, MFC. Responsibilities include enhancing the system to increase performance & speed and adding new features; real-time dynamic graphs, multiple views, data intervals, absolute timing and more GUI.



**Smith Micro, Inc.**, Aliso Viejo, California, *Title: Software Engineer*

9/95-10/96

Developing communication software using Visual C++ and MFC. Porting 16bit application to Win95 & WinNT. Worked on their data/fax (HotFax) and voice (Message Center) product, responsible for remote accessing and multiple voice mailbox support. Also worked on the Japanese DBCS coding, custom controls. Third party software included; CBase, DynaZip, RTPatch, etc.

**CyberCom, Inc.**, New York, New York, *Title: Consultant*

3/95-7/95

Developing device-drivers for VR system input devices using Borland C++. The drivers include those for external game ports as well as for a tactile feedback device created by TiNi Alloy, Inc. The systems being created by CyberCom are used for the physically handicapped at the Veterans Memorial Hospital here in NYC.

**Willow Hosiery Company**, New York, New York, *Title: Consultant*

6/94-8/95

Modification of the system used for ordering and billing within the apparel industry. Software application was ported from FoxBase+ to FoxPro 2.5 running under a NOVELL system.

**Calvin Klein Cosmetics**, New York, New York, *Title: Consultant*

11/94-5/95

Designing a new system for the placement of the ads in international and domestic magazines. System redesigned from Q&A to FoxPro 2.5 for Windows to increase processing speed & flexibility.