

# AHMED SHAKIL

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<http://ahmed.sileria.com>

**OBJECTIVE** I create beautiful systems and fix the broken ones.

## SUMMARY OF QUALIFICATIONS

- 20 years of experience in interactive and cross-platform application development on Mobile, Desktop & Web.
- Decisive leader who help companies choose their technical path with optimal use 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 twenty different global brands and startup companies.

## SKILLS SET

### Mobile Development

#### Android, Kotlin, Coroutines, Swift, Native

- 15 years of Mobile application development
- Developed my first mobile app in 2001
- Mobile, Tablets, Wearables & Embedded Systems
- Search, Social Media, e-Commerce, Gaming apps
- ARCore, ARKit, MVVM, Jetpack, Espresso, MockK
- JavaME, LWUIT, QT, GTK+, Maemo, Openmoko

### 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

### 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 software architecture experience building new apps as well as enhancing and fixing legacy codebases. Design Patterns, UML 2.0, MVVM, MVC, UP, RUP, XP.

### Technical Leadership

15 years of hands-on leadership role. Recognized for creative initiatives, evaluating future techs & resolving mission critical issues.

### Specialization



Android



iOS

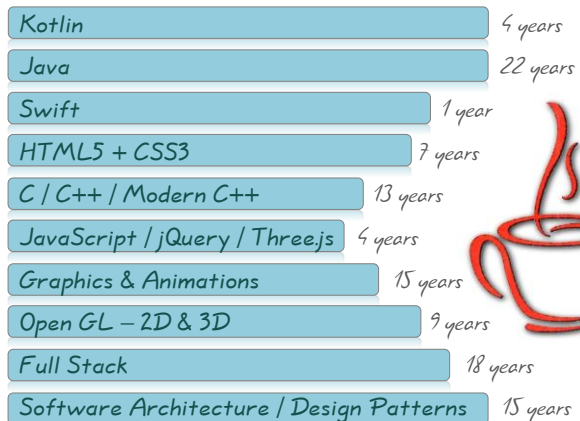


AR/VR



IoT

### Top Ten Skills



### Other

80x86 Assembler, Pascal, FoxPro, BASIC, SQL, MySQL, SEO  
**Graphics:** Photoshop CS, Adobe Illustrator, GIMP, 360-Videos  
**IDE:** Android Studio, IntelliJ IDEA, WebStorm, Xcode  
**OS:** Linux, Debian, Ubuntu, BASH, DOS, Windows, OS X  
**Tools:** Gradle, Ant, ProGuard, Jira, Confluence. **VCS:** Perforce & GIT  
**Server:** AWS, Tomcat, Apache, REST, WordPress, Databases  
**Hobbies:** Superbikes, Swimming, Fencing, Cooking & Woodworking.

## 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 app)



Sun Certified Programmer



Sun Certified Developer



*Chief Mobile Architect* at Sileria providing **hands-on technical leadership** for 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.**

- Successfully completed hundreds of projects for Mobile, Web and Desktop (Linux, OS X & Windows).
- Commenced the emerging tech division in '05 specializing in Mobile, AR/VR, IoT and Robotics.
- Built a team of engineers with individual skills contributing towards a full stack development firm.
- Defining and evaluating technical values and the business model to materialize Company's vision.
- Established and maintained a trusting relationship with high level of credibility with our clientele.

#### My Top 20 Apps at **SILERIA**



Developed the official USSF app to track all past, current and future games with pitch visuals, formations, live stats and AR goodies for the fans.



Developed a Bluetooth connected remote control app for their top of the line Atomos NINJA camera with all advanced features.



**IoT** based controller kiosk that connects everything in a listening room. First in NYC in 2016, then a global launch worldwide.



An award-winning app that runs on all Java based mobiles (including Android & J2ME), desktop platforms and the Web.



Architecture & rewrite of an app suite used by farmers for real-time workforce tracking and harvest management at large-scale farms.



**Game Architect** for a multi-player arcade game that uses hybrid 2d engine on phones, tablets, Kindle & Nook.



A 3D Stereo App store in OpenGL 2.0 that allows 3D apps & contents to be viewed on stereoscopic 3D tablets and mobiles.



A peer-to-peer Pokeman style social app built on blockchain ecosystem where users have to unlock monetized tokens.



Developed Vimeo's first Android app for Amazon's Fire TV as well as other Android powered set-top boxes and gaming consoles such as Ouya console.



Volkswagen sponsored UD's first Android app released with Jetta 2011. Also developed their app for Nook and Amazon Kindle Fire tablets.



Developed **NOOK Video**; a video stream app that lets you purchase, rent and download movies making them accessible to watch when offline.



Developed **Out My Window**; a family oriented social photo sharing app, for WB. The full suite of apps runs on Android, iOS and iTV.



Fully in-charge of design and development, for several releases, of the tech-lover CNET app with award-winning tech news, reviews, & trend coverage.



Tech Lead for the entire Java and Android Mobile apps division. In-charge of software architecture and leading a team of five mobile engineers.



Architect & lead engineer in a fast-paced Agile SCRUM environment; Re-architected the acquired offshore code; Hired team to build future apps.



**OpeningAct** app for that gets you exclusive access to behind-the-scenes videos, photos & facts, synced up to show that you are watching.



Senior Architect, leading a team to build sample apps for Qualcomm's vision-based augmented reality software platform; **Vuforia SDK**.



Developed **Tax Central**; H&R Block's first app showing tax estimates, quiz, answers, glossary, videos, products, and news.



Built client SDK for digital media management and playback engine. Apps like Starz, NOOK Video & Encore were built on top.



Developer & organizer of an open-source library for building Android apps. After a decade of use the library is now archived.


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

**Walmart**  [walmartlabs.com](http://walmartlabs.com), Los Angeles, California, *Title: Android Staff Engineer* 12/19 – Present

- ✦ Part of the Check-in team responsible for pickup experience for Online Grocery as well as General Merchandize.
- ✦ R&D effort and POC to port Reactive Native app to pure native, and RxJava to LiveData/Coroutines implementation.
- ✦ In-charge of Parking-Lot-Experience to provide real-time and streamlined updates to the customers waiting in line.
- ✦ Detailed analysis of the codebase and development process to define weak points and ways to improve productivity.
- ✦ Worked on improving automation testing and code coverage using JUnit, Espresso, TestRail & R2 (an Appium wrapper).

**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.
- Technical Presenter advanced Java, OO concepts, profiling, and optimizations for performance & scalability.

**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.

**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).

**Computer Kyokai**, Gardena, California *Title: Lead Application Developer*

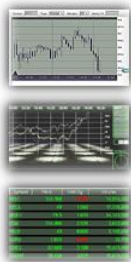
04/02 – 09/02

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.



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

08/99 – 11/00

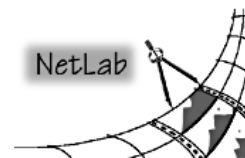


- Developed interactive applets / applications for streaming real-time charts and portfolios.
- Developed Java servlets for intraday & historical charting, dynamically served as GIF images.
- Introduced a new concept of charting stocks in a 3D world using the Java3D API.
- Wrote middle tier server applications 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*

03/97 – 03/99

- 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 – 03/97

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*

09/95 – 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*

03/95 – 07/95

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*

06/94 – 08/95

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 – 05/95

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.