

AHMED SHAKIL

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OBJECTIVE Use and expand my technical skills & leadership experience in Graphics, UI and Mobile industry.

SUMMARY OF QUALIFICATIONS

- 17 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 on all screen sizes with knowledge of latest trends & best practices.
- Achieved a very unique set of skills from working at twenty different big corporations and small startups.

SKILLS SET

Mobile Development

Android, J2ME, JavaFX, QT

- ☑ 11 years of Mobile application development
- ☑ Mobile Phones, Tablets & Embedded Devices
- ☑ 2D/3D, Animations, Games, OpenGL ES
- ☑ Activities, Intents, Services, Widgets, Layouts, Themes
- ☑ Internationalization, Fragmentation, Screen Sizes
- ☑ Bluetooth, GPS, Geocoder, Sensors, SQLite
- ☑ MIDP, Personal Profile, MSA, CDC, CLDC, MathFP
- ☑ LWUIT, KUIX, QT, GTK+, Maemo, Openmoko

User Interface

- ↗ 15 Years experience in UI Development
- ↗ 12 Years experience in UI Design
- ↗ A unique & hard-to-find combo skillset of UI design and development on Desktop as well as on Mobile
- ↗ Swing, GWT, Flex, Flash, MFC, OWL, FLTK, QT, GTK+

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

10 years of managing Technology departments varying size & scope, recognized for taking on creative initiatives, skilled in evaluating future technologies, resolving mission critical issues to ensure bottom line success and hands-on experience with local as well as virtual teams.

Java

- ☑ 15+ yrs of Java development
- ☑ Java SE, Java ME, Java EE, JavaFX
- ☑ 10 years of Swing advanced development
- ☑ Generics, Enums, Annotations, Javadoc
- ☑ Java2D, Java3D, JFC, AWT, JMF, JAI
- ☑ EJB 3.0, Servlets, JMS, JNDI, RMI, TCP/IP
- ☑ Concurrency, Reflection, JNI, NIO
- ☑ JCE Cryptography, Security, JDBC
- ☑ Animation, OpenGL, PLAF, MVC
- ☑ Localization & Internationalization



C/C++

- ☑ 13+ yrs in C/C++ programming under Linux, Mac, Windows, DOS & UNIX platforms
- ☑ Virtual Reality and multimedia programming
- ☑ Internet Programming; CGI, FTP, HTTP
- ☑ Multithreading, Multiprocessing
- ☑ Network & Client/server, Sockets, TCP/IP
- ☑ Device drivers, Serial communication, TSR

Other

ActionScript 3.0, Photoshop CS, MagicDraw, IntelliJ IDEA, Visual C++, Borland C++, GCC, STL, FoxPro, Pascal, BASIC, 80x86 Assembler, OpenGL, VRML, 3DS Max, Combustion, Socratto 2.5, QuickTime for Java, World Toolkit, Rend386, Shout3D, GL4Java, JOGL, ProGuard, Wiki, YourKit, JUnit, SQL, MySQL, Hibernate, JBoss, GlassFish, Ant, BASH, Debian, Ubuntu, GIT, Perforce.

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 titles '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*

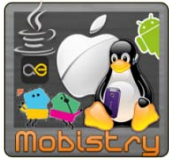
Sep `93 Petroman Institute (software competition), *First Prize* for *QuickDraw* (a 2D drawing Utility.)



Sileria sileria.com, Los Angeles, California, *Title: CTO*

01/01-Present

Chief Technology Officer 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 code & product on-time and under budget.

**mobistry.com**, Los Angeles, California, *Title: Chief Mobile Architect*

since June 05

Co-founded the mobile apps division of Sileria specialized in various mobile technologies. Hands-on mobile development on Android, QT, WinMo and other major Linux based platforms. Researching new mobile technologies, tweeting, blogging, and giving technical presentations. Summary of some projects follows: (To view all projects visit the portfolio section at mobistry.com)



Game Architect for very fun and rich arcade game that uses hybrid graphics engine, 2d Physics, multiplayer mode and is available for phones, tablets, Kindle & Nook.

Aniqroid An open source collection of handy tools, utilities and custom views for Android developers. The toolkit is being used on many Android apps.



UrbanDaddy's first Android app sponsored by Volkswagen for Android. The highly graphical app was launched with the release of Jetta 2011.



An award winning app that runs on all Java based mobile and desktop platforms including J2ME, Android and the Web.

Past responsibilities also included:

- o Developed several in-house products & successfully completed consulting projects for dozens of other companies in cross-platform environments including Mobile, Desktop, Web 2.0, Linux, OS X and Windows.
- o Developed an app store engine using Java 6, Swing, GWT, EJB 3.0, MySQL, Hibernate, GlassFish & UML 2.0
- o Developer and organizer of Aniqui; An open source API for easy and rapid Java Swing development.

Citysearch citysearch.com, West Hollywood, CA, *Title: Android Architect*

03/10-06/10

- o Architect, lead engineer and UI designer for their suite of location based local search android apps.
- o Re-architected, decoupled and introduced MVC & message driven architecture to the acquired offshore code.
- o Successfully launched 3 consecutive releases to the Android Market in a fast paced Agile SCRUM environment.
- o Also setup their automated builds, unit testing and UAT environment from scratch on an Ubuntu server box.

YELLOWPAGES.COM yp.com, Glendale, Ca, *Title: Lead Mobile Engineer*

04/09-02/10

- o Team Lead for the entire Java Mobile development division managing team of 5 developers.
- o Fully in charge of software architecture and UI development for all Java Mobile applications.
- o The architecture included a framework to share common code between Android, JavaME & JavaFX platforms.
- o Direct interaction with product design group including the product manager, UI and graphics designers.

iRise 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 five development cycles, managing upto six developers.
- Responsible for software architecture, development, guiding team for best practices, code quality and product quality.
- Gave technical presentations on advanced Java, Swing, object oriented concepts, design patterns and best practices.

Gateway 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 tech lead, software architecture, development & maintaining GUI standards across the app.

symantec www.symantec.com, Santa Monica, California, *Title: Lead Java Swing Developer*

10/04-05/05

- ▀ Lead Java Swing developer responsible for the GUI layer and fixing existing GUI code written by backend developers.
- ▀ Developed rules editor engine UI for the enterprise security and worked on incidents, targets & 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 upto 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., Irvine, California, *Title: Sr. GUI Developer*

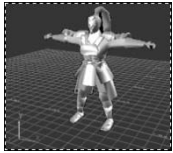
04/03-06/04

- ✚ 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., 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.discreet.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*

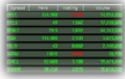
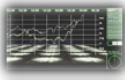
9/94-9/96, 3/00-4/00

- Developed several VR and 3D systems using Java3D, VRML and World Toolkit for Windows.
- Created device drivers for a data glove to be used as an input device for several of VR systems.
- Also worked on stereo images for HMD (Head mount display).



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

8/99-11/00

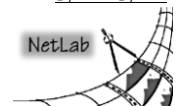


- Developed interactive applets / applications for streaming real-time charts and portfolios.
- Developed Java servlets for intraday & historical charting, dynamically served as GIF images.
- Introduced a new concept of charting stocks in a 3D world using the Java3D API.
- Wrote middle tier server applications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

- ◇ Developed NetLab; a WYSIWYG tool that embeds IE, ActiveMovie and Compound File Storage.
- ◇ Worked on image compositing / video capturing using Video for Windows API.
- ◇ Co-developed NetGain; an interactive touch screen kiosk interface using ATL/COM & ActiveX



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

10/96-3/97

Enhanced the stock data system with real-time dynamic graphs, multiple views, data intervals and absolute timing.

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

9/95-10/96

Developed data/fax (HotFax) and voice (Message Center) products. Worked on 16bit to Win95/WinNT port, Remote Accessing, Multiple voice mailbox, Japanese DBCS coding, Custom Widgets, CBase, DynaZip, RTPatch, etc.

CyberCom, Incorporated, New York, New York, *Title: Consultant*

3/95-7/95

Developed drivers for joysticks, game ports & tactile feedback in a VR system used for the physically handicapped.

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

6/94-8/95

Modified & enhanced their ordering/billing system developed in FoxPro2.5, running under a NOVELL.

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

11/94-5/95

Developed an ad placement system for international/domestic magazines, from Q&A to Win Foxpro2.5