

# Tamir Husain

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## Objective

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Creating software to advance research/development in science, education, and gaming.

## Education

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**University of California Irvine - Graduate Studies** - Computer Science 2013 - 2015

- \* Thesis: Effects of homogeneous wireless interference on real-time streaming video
- \* Research Project: Visual algorithm cache simulator as teaching tool and performance aide
- \* Algorithms for Molecular Biology: Theory and application of supervised and unsupervised learning
- \* Scientific Computing: Analysis of numerical instability and computational techniques for data mining
- \* Distributed Systems/Network Communications: Analysis and theory of distributed systems

**University of California San Diego - Bachelor of Science** - Computer Engineering 2005 - 2008

- \* Senior Project: Designed and coded 3D physics based multiplayer game with team of six
  - Built custom tools to optimize network performance
  - Architected main game engine and interconnects to subsystems

## Skill Set

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c/c++/c#	matlab	sql	android	x86 asm	team coordination
java	php	json	regex	*nix	customer relations
python	xml/(x)html	directx/opengl	svn/git/perforce	win*	community management

## Experience

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<b>University of Washington</b>	<i>Software Developer - Center for Game Science</i>	2012 - 2013
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Joined project Planetopia (an educational 2D MMO for children) in pre-alpha, quickly worked with the artistic and development teams to bring it into beta testing. Worked on both back-end Java code and client side ActionScript, created character creation engine, and animation system which allowed the animators the most flexibility in their workflow. Prototyped, designed, and began architecture development for Creature Capture (a multiplayer card game) to teach fractions. This game was the first to be hooked into the Planetopia MMO as a module. Lead groups of school children in beta testing and in-class monitoring of play tests.

Moved to work with Foldit (a citizen science powered protein folding game). Integrated new visualizations, user interface enhancements, and scientific capabilities. Continually working with community members, ensured requirements of users and biotech scientists were both understood and met. Implemented new LUA API for users to better construct scripts to interact with the game.

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<b>Conspire Studios</b>	<i>Co-Founder</i>	2012 - Present
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After creating Xenostar (an Xbox Live Indie Game) as a side project, James Kung (co-founder) and I left Amazon and Microsoft respectively to create Conspire Studios. Seeing the poor quality of word game aide apps, we created Word Grid Solver for the Android platform, which was quickly adopted by many and reached the Amazon free app of the day.

Designed, coded, and prototyped multiple games including Survive (a turn based roguelike for Android), Unity Tactics (a turn based strategy game for Windows Phone), and Maze Racers (a multiplayer board game for Android).

<b>Microsoft - Excel team</b>	<i>Software Development Engineer</i>	2008 - 2011
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Joined the Business Intelligence and PivotTable team on Excel, quickly taking over the legacy portion of the codebase and updating it to current security and 64 bit coding standards. Worked with current alpha build of Office 2010 codebase and updated technical documents on file format up until launch.

Collaborated with Microsoft Research team to implement a research project (Flash Fill) into the Excel 2013 release. Using Agile development, quickly iterated over weeks with small team of developers, testers, and project managers from initial design to full implementation.