Tamir Husain

646.875.8411   www.tamirhusain.com   tamirh@gmail.com

Summary

Director of Engineering with 15+ years of experience in the gaming and software industry. Proven track record of success in leading and managing engineering teams, delivering high-quality products on time and on budget. Expertise in game development, software architecture, and project management. Strong communication and interpersonal skills working with cross-functional leaders and individual contributors across the world.

Experience

OSMO (Tangible Play, Inc.)	*Director of Engineering*	2016 - Present

- End-to-end production of multiple game projects, from paper prototypes to software architecture, release and live ops.
- Internal liaison to external contracting studios across the world (Chile, France, India, UK), managing both product and engineering questions.
- Managing team of client infrastructure: 12 engineers, 6 QA, and 1 IT across the US (California, Washington, Texas) and the world (India, Romania, France).
- Reduced FY24 IT budget from 1.7MM to 1.0MM while still accounting for 50% YoY customer growth.
- Product vision ownership of the company's entire active catalog of 30 games over 3 platforms.
- Engineering architecture and implementation of a game container system to streamline release process and reduce bug churn.
- Introduced QA automation to the entire catalog of games to streamline the release process.
- As Data Privacy Officer, reviewed and modified contracts to comply with school district and state privacy laws. Monitored new features for COPPA/GDPR/CCPA compliance, and proposed and implemented changes to apps.
- Technical Engineering recruitment and applicant screening from junior to VP level candidates.
- Mentoring junior to senior level engineers within and outside of my team.
- IT Admin of company-wide services: Google Workspace, Github, JIRA, App Store Connect, Amazon Developer, Google Play Console, etc.
- Point of Contact for questions on product and engineering architecture for C-Suite to new junior employees.
- Cross-Discipline communication between sales, marketing, finance, management, product, engineering, and hardware teams.

University of Washington	*Software Developer - Center for Game Science*	2012 - 2013

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.

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

Conspire Studios   *Co-Founder*   2012 - 2015

    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).

Microsoft - Excel team   *Software Development Engineer*   2008 - 2011

    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. Updated the 2010 documentation on file format across multiple legacy areas to fix inaccuracies and provide better developer examples.

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

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

    Senior Project: Lead engineer on 3D physics based multiplayer game, building game engine from scratch