ZAID KAMIL

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SUMMARY

Software Engineer with 7+ years shipping production Unity game-engine experiences on Meta Quest, HoloLens, and mobile XR platforms. Skilled in AI automation pipeline validation, with hands-on CI/CD regression pipelines and QA frameworks. Strong CS foundation with proficiency in C#, cross-functional Agile delivery, and a track record of prototyping to shipped production systems. M.S. Computer Science, GPA 3.90. Based in Los Angeles, open to relocation.

EDUCATION

Master of Science in Computer Science — Dec 2025
California State University — GPA: 3.90

Bachelor of Science in Chemical Engineering — Jul 2020
Texas A&M University

SKILLS

Game Engines	Unity (C#, *7 yrs*), web game engines; Unreal (familiar), Godot (familiar)
Languages	C# (*5 yrs*), JavaScript (*2 yrs*), Python (*3 yrs*), C/C++ (*3 yrs*), Java (*2 yrs*), SQL (*2 yrs*)
AI & Automation	Claude API, LLM APIs (*2 yrs*), AI agent workflows, OpenCV (*2 yrs*), PyTorch3D (*1 yr*), NLP, neural networks
Testing & QA	Unit/integration testing, AI pipeline validation, Selenium (*1 yr*), Playwright (*1 yr*), Postman (*2 yrs*), TestRigor
XR & Graphics	Meta Quest, HoloLens, OpenXR (*4 yrs*), Metal, Vulkan, DirectX / Direct3D 12, MSL, HLSL, GLSL
Performance	GPU profiling (RenderDoc, Unity Profiler, Xcode Instruments), draw call optimization, frame-time analysis
Backend & APIs	FastAPI, ASP.NET / ASP.NET Core, RESTful APIs (*2 yrs*), JSON/XML, WebGPU (familiar)
Cloud & DevOps	Azure (*2 yrs*), Google Cloud (*2 yrs*), Docker (*1 yr*), CI/CD (*2 yrs*), GitHub (*3 yrs*), Linux (*2 yrs*)
Methodologies	Agile/Scrum, agentic software development, prototyping to production, data-driven performance analysis
Certifications	Azure Fundamentals, AWS Cloud Practitioner, Cybersecurity Fundamentals, IBM Z Systems

EXPERIENCE

Founder & Software Engineer — Sep 2023 – Mar 2026
z/R Map (Demo) — *Los Angeles, CA*

- Founded and architected a multiplayer XR digital-twin platform on Meta Quest using Unity (C#), designing a real-time 3D rendering engine that composited live geospatial data, spatial anchors, and user state into a shared interactive world, achieving sub-150ms state synchronization across 10 concurrent users on Azure-hosted device networks.
- Integrated OpenAI LLM APIs into spatial computing workflows to enable natural-language interaction with live XR environments; validated agentic pipeline reliability through edge-case and regression test suites (Playwright, Postman), reducing end-to-end AI query latency to sub-300ms under production load.
- Built automated performance regression pipelines via CI/CD on Azure, enabling repeatable benchmarking across device configurations and providing data-driven reports that translated raw frame-time and latency captures into actionable optimization priorities.

XR Software Engineer — Jul 2024 – Apr 2026
Toro Auxiliary Partners (Demo) — *Los Angeles, CA*

- Shipped production Unity (C#) game-engine experiences for Meta Quest, built GPU-accelerated physics simulation pipelines visualizing real-time force vectors and achieving 90 FPS targets by profiling and resolving draw call bottlenecks across device tiers.
- Architected a multiplayer spatial environment using Unity Netcode supporting 30+ concurrent users, implementing frame-accurate media playback, composited web content rendering, and low-latency state replication across distributed client sessions.
- Led four full SDLC iterations from whiteboard prototype through GPU optimization and production release; maintained performance dashboards, validated AI-driven content features for quality and regressions.

Software Engineer Intern — Mar 2024 – Dec 2024
MindHome Inc — *Denver, CO*

- Developed a safety-critical VR application in Unity (C#) with real-time hand tracking, and haptic feedback, achieving 85% test coverage and eliminated critical frame-rate regressions across 5 device configurations.

Mixed Reality Software Researcher — Sep 2018 – Dec 2021
Texas A&M University Research (Demo) — *Doha, QA*

- Designed and shipped a spatial computing rendering system for Microsoft HoloLens, engineering real-time 3D compositing, multi-view spatial UI, and interactive graphics pipelines evaluated across 3 cohorts of 50+ users, achieving a 45% improvement in measurable comprehension outcomes.

- Published peer-reviewed research at IEEE Virtual Reality Conference on immersive XR systems, presenting performance data, rendering architecture tradeoffs, and evaluation analytics to an international engineering audience.

Information Technology Assistant Mar 2022 – Feb 2026
Division of IT at CSUDH *Los Angeles, CA*

- Managed and maintained the campus-wide technology network across 150+ endpoints, diagnosing and resolving hardware, networking, and software failures to sustain 90%+ system uptime under real-time operational constraints.

Field Engineer Sep 2020 – Sep 2021
Qatar Petroleum *Doha, QA*

- Operated PLC/DCS control systems for LDPE industrial production; authored technical process flow diagrams and SOPs demonstrating the ability to clearly document system behavior and interface requirements for operational end users.

NOTABLE PROJECTS

IoT Data Integration to AR/VR HMD *Thesis*

- Designed a distributed IoT data pipeline (Azure IoT Hub, Stream Analytics, REST APIs) streaming live geospatial sensor telemetry into AR/VR rendering environments, enabling sub-second real-time 3D visualization of physical-world state.

AR Smart Glass

- Executed a structured GPU performance testing strategy on severely constrained wearable hardware, profiling draw call overhead, memory allocation patterns, and shader complexity, achieving 30 FPS sustained object detection by iteratively resolving frame-time regressions under strict power and thermal budgets.

PUBLICATIONS

- Kamil, M.Z. et al. (2020). *Development of an Educational Mixed Reality Game on Water Desalination Plants*, IEEE.
- Kamil, Z. (2025). *Integration of Real-Time Data to Visualize Physical Environments in XR*, CSU Scholar.
- Kamil, Z. et al. (2019). *Implementing VR/AR Systems for Insight Into Water Desalination Plant*, OAK Trust.