ZAID KAMIL

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SUMMARY

Software Engineer with 5+ years of experience building real-time 3D visualization systems, data pipelines, rendering pipelines, and hardware to software integration. Background spans programming, backend services, data pipelines and real-world engineering systems.

EDUCATION

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

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

SKILLS

Programming	C#, Python, C++, SQL, JavaScript
AI & LLMs	LLM integration, PyTorch 3D, Prompt engineering, Agentic AI workflows
Cloud & Data	Azure (Functions, IoT Hub, SQL, Blob), REST APIs, Google Maps API
Systems	Linux-based development, Embedded systems, low-latency pipelines
Tools	Unity (XR), Git, Docker, Linux, CI/CD, ServiceNow
Graphics	3D graphics, Rendering pipelines, OpenGL concepts, GPU Optimization
Certifications	Cybersecurity Fundamentals, Azure Fundamentals, IBM Z Systems, AWS Cloud Practitioner

EXPERIENCE

Founder & Software Engineer — Sep 2023 – Jan 2026
z/R Map (zrmap.com) — *Los Angeles, CA*

- Developed a real-time 3D visualization and digital-twin platform for Meta Quest, integrating interactive IoT and live data to visualize real-world environments. Designed networking, data pipelines, and rendering architecture to support low-latency, shared multi-user experiences in Unity.
- Built rendering pipelines to visualize live telemetry, sensor data, and system state using GPU-accelerated workflows.
- Built cloud ingestion pipelines and REST APIs to stream Cisco IoT telemetry into Azure SQL and Unity clients, improving real-time data reliability by 50% and eliminating manual data handling.

XR Software Engineer — Jul 2024 – Jan 2026
Toro Auxiliary Partners — *Los Angeles, CA*

- Implemented real-time 3D visualization systems with physics-driven rendering and user interaction.
- Built backend-supported application features requiring consistent data flow, validation, and failure handling.
- Improved iteration-to-deployment efficiency by 80% by refining physics accuracy, XR controls, and UI through structured user testing.

Information Technology Assistant — Feb 2022 – Dec 2025
Division of Information Technology, CSUDH — *Los Angeles, CA*

- Maintained 90%+ uptime across 150+ classrooms by diagnosing and resolving hardware, networking, and software failures during live instruction.
- Diagnosed complex system failures and implemented corrective actions under real-time constraints.
- Reduced incident response time by 45% by improving ticket triage and routing workflows using ServiceNow and Zoom Contact Center.

Software Engineering Intern — Mar 2024 – Nov 2024
MindHome Inc — *Denver, CO*

- Developed a safety-critical VR training application with haptic feedback simulating realistic fire-extinguisher operation with hand tracking and force feedback.
- Worked within a small team with direct exposure to architectural and product decisions.

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

- Built a HoloLens mixed-reality simulation of a large-scale desalination system in Unity using MRTK, improving student understanding by 45% of 50+ STEM students.
- Designed interactive MR workflows for system assembly and simulated chemical safety incident response.

Virtual Reality Software Researcher Jan 2017 – May 2017
Texas A&M University – Research Computing *Doha, QA*

- Developed immersive VR drilling simulations using SimLab and HTC Vive, reducing training time by 45% for 200 students.
- Built a Python-based VR application using WorldViz Vizard, earning institutional recognition (2020).

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.

NOTABLE PROJECTS

Real-Time IoT Telemetry Pipelines Sep 2023 – Aug 2025

- Designed pipelines to ingest and process continuous telemetry streams from distributed sensors.
- Built aggregation and querying layers to support both real-time monitoring and long-term analysis.
- Addressed synchronization, data consistency, and performance bottlenecks at scale.

Internal AI Agents & Workflow Automation

- Built AI agents that automate repetitive workflows and assist teams with data retrieval and decision support.
- Integrated LLMs with internal APIs, structured databases, and document sources.
- Implemented evaluation and monitoring strategies to improve output quality and reliability.