ZAID KAMIL

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SUMMARY

Software Engineer with 7+ years of experience building real-time AR/VR and data-driven systems for industrial training, simulation, and digital-twin visualization. Background spans XR, distributed data pipelines, and real-world engineering systems. Open to relocation.

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
XR & Graphics	Unity (XR), Meta Quest, Lens Studio, HoloLens, Blender, Photon Fusion, MRTK, OpenXR
Cloud & Data	Azure (Functions, IoT Hub, SQL, Blob), REST APIs, Google Maps API
Systems	Real-time data pipelines, multiplayer networking, performance optimization
Tools	Git, Docker, Linux, CI/CD, ServiceNow
Certifications	Cybersecurity Fundamentals, Azure Fundamentals, IBM Z Systems, AWS Cloud Practitioner

EXPERIENCE

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

- Led development of a multiplayer XR digital-twin platform for Meta Quest, designing networking, data pipelines, and rendering architecture to support low-latency shared environments in Unity.
- Increased user engagement by 80% during pilot deployments by delivering explorable 3D environments with synchronized 360° video, real-time traffic and weather data, and intuitive XR navigation.
- 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*

- Developed collaborative XR simulations in Unity and C# to teach physics and biomechanics concepts on Meta Quest, increasing student engagement by 40% through real-time interaction
- Implemented interactive force vectors, velocity, and acceleration visualizations, enabling users to validate Newtonian mechanics through direct manipulation and experimentation.
- Improved iteration-to-deployment efficiency by 80% by rapidly refining physics accuracy, XR controls, and UI based on structured user testing with students and instructors.

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

- Maintained 90%+ uptime across 150+ technology-enabled classrooms by proactively diagnosing and resolving hardware, networking, and software failures during live instruction and events.
- Supported and stabilized AV, compute, and hybrid-learning systems by configuring PCs, projectors, cameras, control panels, and conferencing platforms under real-time constraints.
- Reduced incident response time by 45% by improving ticket triage, documentation quality, and routing workflows in 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.
- Integrated Unity with ROS and a hand-haptic device to support real-time interaction and procedural training workflows.

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 of process flow, safety response, and system assembly by 45% based on pre/post assessments of 50+ students

- Designed interactive MR workflows enabling users to assemble system components via hand-based interactions and respond to simulated chemical plant safety incidents using contextual mitigation tools.

Field Engineer　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　Sep 2020 – Sep 2021

Qatar Petroleum　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　*Doha, QA*

- Supported production reliability in an LDPE plant by monitoring PLC/DCS-controlled utility systems, verifying operating parameters remained within safety and process limits.

- Assisted with equipment startup and shutdown procedures, troubleshooting process deviations to minimize unplanned downtime.

Virtual Reality Software Researcher　　　　　　　　　　　　　　　　　　　　　　Jan 2017 – May 2017

Texas A&M University - Research Computing　　　　　　　　　　　　　　　　　　　*Doha, QA*

- Developed an immersive VR drilling operations visualization using SimLab and HTC Vive, reducing training time by 45% for 200 petroleum engineering students by enabling spatial exploration of offshore workflows.

- Built a Python-based VR application using the WorldViz Vizard framework, earning institutional recognition for innovation in immersive learning (2020).

PUBLICATIONS

- Kamil, M.Z. et al. (2020). Development of an Educational Mixed Reality Game on Water Desalination Plants, IEEE Journal

- Kamil, Zaid (2025). Integration of Real Time Data to Visualize Physical Environments in XR, CSU Scholar

- Kamil, Zaid. et al. (2019). Implementing VR/AR Systems for Insight Into Water Desalination Plant, OAK Trust

NOTABLE PROJECTS

IoT Data integration to AR/VR HMD　　　　　　　　　　　　　　　　　　　　　Sep 2023 – Aug 2025

Thesis

- Designed and implemented a real-time data pipeline streaming IoT telemetry from Cisco LoRaWAN sensors through Azure IoT Hub, Stream Analytics, SQL, and REST APIs into Unity-based XR applications.

- Integrated live external data sources (traffic, weather, maps) to deliver low-latency, contextual visualization inside AR/VR digital twins on Meta Quest.

- Solved synchronization and performance constraints to ensure reliable real-time updates across cloud services and XR clients.

AR Smart Glass　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　Sep 2019 – Jan 2020

Independent

- Built an AR smart-glass prototype using Unity and OpenCV to perform real-time face and object detection at 30 FPS on wearable hardware.

- Integrated live camera streams with contextual AR overlays while optimizing rendering and vision pipelines for constrained compute and power environments.