ZAID KAMIL

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SUMMARY

Software Engineer with 5+ years of experience building data driven systems. Proficient in C# and Python with hands-on experience building Immersive software, LLM-based models, real time data pipelines, and cloud connected architectures. Adept at driving projects end-to-end: from requirements to shipped product with Agile workflows and cross-functional collaboration at fast paced environments. Based in Los Angeles and available for 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

Programming	C# (*5 yrs*), Python (*3 yrs*), C++ (*3 yrs*), SQL (*2 yrs*), JavaScript (*1 yr*)
Backend & APIs	FastAPI, ASP.NET / ASP.NET Core, RESTful APIs (*2 yrs*), REST design, JSON/XML, API integration
Databases	SQL (*2 yrs*), Azure SQL, MongoDB (familiar), Entity Framework (familiar)
Cloud & DevOps	Azure (*2 yrs*), Google Cloud (*2 yrs*), Docker (*1 yr*), CI/CD (*2 yrs*), GitHub (*3 yrs*)
XR & Graphics	Unity (*7 yrs*), 3D Math (familiar), Blender (*3 yrs*), UI/UX (*3 yrs*), Rendering (*2 yrs*), OpenXR (*4 yrs*)
Methodologies	Agile / Scrum, ServiceNow, Linux (*2 yrs*), Matlab (*2 yrs*)
ML & AI	PyTorch3D (*1 yr*), OpenCV (*2 yrs*), LLM APIs (*2 yrs*), AI agents (*1 yr*), NLP, regression, neural networks
Certifications	Azure Fundamentals, AWS Cloud Practitioner, Cybersecurity Fundamentals, IBM Z Systems

EXPERIENCE

Founder & Software Engineer   Jan 2025 – Jan 2026
z/R Map (View)   *Los Angeles, CA*

- Architected and maintained RESTful API services to integrate live telemetry, mapping, and contextual data and media streams into XR applications, enabling real-time data visualization across 5+ distributed devices with improved data accuracy and consistency.
- 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 for 15+ concurrent users.
- Collaborated with cross-functional stakeholders to deliver explorable environments with synchronized live data feeds, increasing pilot engagement by 80%.
- Integrated AI agents and LLM-based tools via structured APIs to for embedded conversational AI into immersive XR environments, enabling users to query and understand their surroundings through natural language in real time.

XR Software Engineer   Jul 2023 – Dec 2024
Toro Auxiliary Partners (View)   *Los Angeles, CA*

- Applied statistical modeling and physics simulations to generate interactive force vector, velocity, and acceleration visualizations; conducted structured user testing via Meta Quest and quantified a 40% improvement in student engagement through comparison studies.
- Designed immersive virtual lecture halls enabling 2 instructors to teach 40+ students across shared XR environments with integrated media, slides, and web browsers, driving engagement and applied understanding of physics concepts.
- Followed Agile workflows and sprint cycles to collaboratively develop C# applications in Unity, working across front-end and design teams to integrate UI with backend logic, iterating through structured user testing to refine physics accuracy.

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

- Integrated Unity with ROS middleware via a bidirectional data bridge, enabling real-time command/control and telemetry exchange – demonstrating cross-system API integration experience.
- Contributed to procedural training application development following structured software lifecycle practices.

Information Technology Assistant   Feb 2022 – Jun 2023
Division of Information Technology at CSUDH (View)   *Los Angeles, CA*

- Maintained 90%+ system uptime across 150+ endpoints by diagnosing hardware, networking, and software failures under real-time operational constraints.

- Reduced incident response time by 45% by improving ticket triage and routing workflows in ServiceNow and Zoom Contact Center.

- Supported hybrid-learning AV and compute systems, developing familiarity with enterprise tooling and service management platforms.

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

- Supported LDPE plant production reliability through PLC/DCS monitoring and operational troubleshooting, assisting with equipment startup and shutdown to minimize unplanned downtime.

- Developed safety documentation and process diagrams to ensure safe operation of industrial equipment.

Mixed Reality Software Researcher Sep 2018 – Jul 2020
Texas A&M University Research (View) *Doha, QA*

- Designed and evaluated an interactive educational simulation for 50+ STEM students, applying statistical outcome measurement and achieving a 45% improvement in comprehension; published results in IEEE.

- Modeled complex physical system behavior (desalination plant dynamics) and translated domain knowledge into interactive data-driven simulations

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

- Built a Python-based application using WorldViz Vizard, earning institutional recognition (2020), and reduced training time by 45% for 200 students.

NOTABLE PROJECTS

IoT Data Integration to AR/VR HMD
Thesis

- Designed and implemented real-time data pipelines streaming IoT telemetry through Azure IoT Hub, Stream Analytics, SQL, and REST APIs, directly applicable to integrating sales channel, inventory, and accounting systems.

- Integrated live traffic, weather, and mapping data via RESTful services for low-latency contextual visualization.

- Resolved synchronization and performance constraints across distributed cloud services and client applications.

AI-Assisted Internal Tooling

- Built NLP-powered tools integrating LLM outputs with structured REST APIs and SQL databases for automated data retrieval, statistical reporting, and decision support.

Unity–ROS Robotics Integration Platform

- Engineered a bidirectional middleware bridge (C++/Python) enabling real-time command/control and telemetry exchange across Linux-based nodes and client applications – demonstrating multi-system API integration at scale.

AR Smart Glass

- Optimized rendering and computer-vision pipelines for constrained hardware, achieving ∼30 FPS object detection under strict performance requirements.

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.