

Samat Imamov

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Objective	Software Engineer in AR/VR development, UI/UX Design, Video Game development	
Education	Virginia Tech, College of Engineering, Blacksburg, VA	Graduation : May 2020
	Bachelor of Science in Computer Science (Media/Creative track) Minor in Music Technology	
	J. Sargeant Reynolds Community College, Richmond, VA	Graduation : May 2017
Skills	Associate of Science in Computer Science Earned 100% of college expenses through an award and a part-time job	
	Selected Coursework: Software Design, Data Structures & Algorithms, Computer Systems, Human-Computer Interaction, GUI Programming/Graphics, Modern C++	
	Languages: Java, C#, C/C++, XAML, HTML, CSS, JavaScript (jQuery) Technology: Linux, Git, Unity3D, NoesisGUI, Microsoft HoloLens, HTC Vive, Unreal Engine 4 Russian: Fluent in writing, speaking, and reading	
Projects	AR Developer Consultant • <i>Apollo Enterprise Imaging</i>	January 2020 – Present
	An innovation project aimed to improve the workflow of medical staff through use of AR <ul style="list-style-type: none">Develop a working demo of AR interface using Lenovo ThinkReality A6 headsetAdapt the company's network client libraries to be compatible with the headsetReport and fix bugs found in SDK for Lenovo ThinkReality AR platform	
	AR/VR Developer Researcher • <i>Glanceable AR, Virginia Tech</i>	May – December 2019
Activities	Google sponsored research aimed to find new ways to integrate AR into everyday life <ul style="list-style-type: none">Write protocols and scripts for 2 experiments related to researchDevelop 2 experiments for VR (HTC Vive) and AR (HoloLens) using Unity3DLead a research paper as the first author that discusses the findings from the first experiment for submission to IEEE VR 2020 conference	
	Project Lead Lead Programmer • <i>Hokienauts</i>	September 2018 – April 2020
	A student team participating in NASA SUITS design challenge (<i>hokienauts.com</i>) <ul style="list-style-type: none">Lead a student team of 15 people to design AR interface for future spacesuitsDevelop a fully working prototype of the interface using HoloLens and Unity3DTest the interface prototype at Johnson Space Center through series of tasks	
Awards	Teacher Assistant • <i>Computer Systems class, Virginia Tech</i>	August 2019 – May 2020
	Programming Committee/Publicity Chair • <i>class Code()</i>	September 2017 – May 2020
Awards	Virginia Tech Dean's List (Spring 2019 term) Dimitri and Maggie Georgiadis Endowed Scholarship Award J. Sargeant Reynolds Dean's List (multiple terms)	