≪ SAMAT IMAMOV

🖄 samat@vt.edu

samat-imamov.github.io

804-572-8701



■ EXPERIENCE

Software Engineer @ Microsoft

Aug 2020 — Present | Redmond, WA

- Lead the migration of test framework for Azure Portal from Selenium WD to Playwright.
- Drive the testing strategy improvements to streamline the testing process for partners.
- Perform CI representative and on-call duties by ensuring the passing of tests on CI pipeline and resolving incoming incidents caused by issues with Azure Portal.

AR Developer / Consultant @ Apollo Enterprise Imaging Corp.

Jan 2020 - Jun 2020 | Remote

- Developed an interface prototype for Lenovo ThinkReality A6 AR headsets that will be used by medical staff to retrieve information about patients from a database.
- ♦ Updated the company's network client libraries to be compatible with Unity3D.
- ♦ Adapted the SDK of Lenovo ThinkReality AR platform for the project's needs.

XR Developer / Researcher @ Virginia Tech

May 2019 — Dec 2019 | Blacksburg, VA

- Designed two experiment scenarios to test the effect of different placements of AR interfaces on users' attention and comfort.
- Developed the two experiments for HTC Vive and Microsoft HoloLens using Unity3D.
- ◆ Led a research paper for IEEE VR 2020 conference about the findings of one of the experiments.

≪ PROJECTS ▷

Team Lead / Game Director @ Clueless Bunch

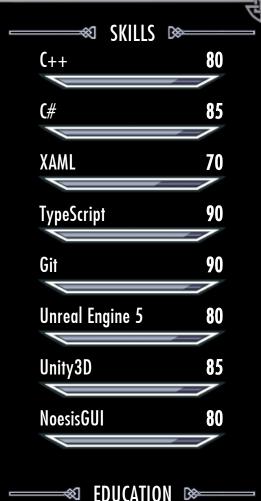
Oct 2021 - Present

- Lead a team of 12 people to design and develop an FPS metroidvania/immersive sim using Unreal Engine 5.
- Develop the backstory, flesh out the lore and design the gameplay loop.
- Organize the team's work, create and oversee the development pipeline using Azure DevOps tools.

Project Lead / Lead AR Developer @ Hokienauts

Sep 2018 - Apr 2020

- ◆ Led a team of 15 students to design AR interface for future spacesuits.
- Developed a fully working prototype of the interface for HoloLens using Unity3D.
- ♦ Tested the interface prototype at Johnson Space Center through series of tasks.



Virginia Tech

Graduation: May 2020 | Blacksburg, VA

Bachelor of Science in Computer Science

Media/Creative track

Minor in Music Technology

Reynolds Community College

Graduation: May 2017 | Richmond, VA
Associate of Science in Computer Science

🔫 FAVORITE GAMES 🖎

Prey (2017)

The Elder Scrolls III: Morrowind

DOOM (2016)

INSIDE

S.T.A.L.K.E.R.: Clear Sky

