



# 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.

## SKILLS

C++ 80

C# 85

XAML 70

TypeScript 90

Git 90

Unreal Engine 5 80

Unity3D 85

NoesisGUI 80

## EDUCATION

### 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