

# Samat Imamov

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samat-imamov.github.io

<b>Objective</b>	Software Engineer within AR/VR development, Human-Computer Interaction, UI/UX Design	
<b>Education</b>	<b>Virginia Tech, College of Engineering, Blacksburg, VA</b>	Graduation : May 2020
	Bachelor of Science in Computer Science (Media/Creative track) Minor in Music Technology	
	<b>J. Sargeant Reynolds Community College, Richmond, VA</b>	Graduation : May 2017
	Associate of Science in Computer Science Earner 100% of college expenses through an award and a part-time work	
	<b>Selected Coursework :</b> Software Design, Data Structures & Algorithms, Computer Systems, Human-Computer Interaction, Comparative Languages, Modern C++	
<b>Skills</b>	<b>Languages :</b> Java, C#, C/C++, XAML, HTML, CSS, JavaScript (jQuery)	
	<b>Technologies :</b> Linux, Git, Unity3D, NoesisGUI, HoloLens, HTC Vive, Unreal Engine 4	
	<b>Russian:</b> Fluent in writing, speaking, and reading	
<b>Projects</b>	AR/VR Developer • <i>Glanceable AR, Virginia Tech</i>	May 2019 – Present
	Google sponsored research aimed to find new ways to integrate AR into everyday life	
	<ul style="list-style-type: none"><li>Conduct an extensive research on such topics as psychology of human vision, attention, and interface design with total of 34 research papers.</li><li>Write protocols and scripts for 2 experiments related to research</li><li>Develop 2 experiments for VR (HTC Vive) and AR (HoloLens) using Unity3D</li></ul>	
	Project Lead • <i>Minder App</i>	January – May 2019
	A class project app aimed to assist people with mental struggles (minder-app.github.io)	
<b>Activities</b>	<ul style="list-style-type: none"><li>Led a team of 4 people in designing an app through ideation and analysis</li><li>Conducted research to determine the core audience and its needs</li><li>Developed an effective T-prototype using Unity3D and NoesisGUI</li></ul>	
	Project Lead/Lead Programmer • <i>Hokienauts</i>	September 2018 – Present
	A student team participating in NASA SUITS design challenge (hokienauts.com)	
	<ul style="list-style-type: none"><li>Lead a student team of 14 people to design AR interface for spacesuits</li><li>Develop a fully working prototype of the interface using HoloLens and Unity3D</li><li>Test the interface prototype at Johnson Space Center through series of tasks</li></ul>	
	Teacher Assistant • <i>Computer Systems Class, Virginia Tech</i>	August 2019 - Present
<b>Awards</b>	Programming Committee/Publicity Chair • <i>class Code()</i>	September 2017 - Present
	Virginia Tech Dean's List (Spring 2019)	
	Dimitri and Maggie Georgiadis Endowed Scholarship Award	
	J. Sargeant Reynolds Dean's List (multiple terms)	