Zaid Kamil

(424) 382-6112 | zaidmuscat@gmail.com | mzaidk.net/zaid | ZaidKamil1574 | zaid-kamil | Harbor City, CA

Education

Master of Science, Computer Science Expected Graduation: May 2024

California State University, Dominguez Hills GPA: **3.82**

Relevant Courses: *Programming Languages, OOP Analysis and Design, Operating Systems, Data Structures & Algorithms*

Bachelor of Science, Chemical Engineering July 2020

Texas A&M University

Relevant Courses: *Process Dynamics & Control, Engr Plant Design, Process Economics, Calculus I – III, Technical Writing*

Publications

S. Ghazali, H. Abdalla, M. Z. Kamil, K. Kakosimos and A. Hodges, "**Development of an Educational Mixed Reality Game on Water Desalination Plants**,", Publisher: IEEE Journal, pp. 1-4, doi: 10.1109/FIE44824.2020.9274022.

Kamil, M.Z., Ghazali, S. and Hussain, A. (2019) "Implementing VR/AR Systems for Insight Into Water Desalination Plant," Publisher: OAKTrust [Preprint]

Experience

Information Technology Student Assistant – *Cal State, Dominguez Hills* February 2022 – Present

- Performed computer replacements and update of computer labs and classroom podium PCs.
- Performed Inventory asset management of all the classrooms, retrieving the bios, sound systems and projector setups
- Boosted classroom system uptime from 70% to 90% by installing new hardware (PC, projector, monitor), reimaging Windows, and a proactive maintenance schedule thus reducing class disruptions due to IT issues.
- Improved first-call resolution rates by 40% by effectively communicating with faculty to gather comprehensive details on IT issues.

Field Engineer – *Qatar Petrochemical Company* September 2020 – September 2021

- Conducted daily checks on the Programmable Logic Controller (PLC) panel, using displays and diagnostic tools to promptly identify and debug startup issues, thereby minimizing downtime and maximizing system efficiency
- Prepared clear, concise, and comprehensive technical documentation outlining step-by-step procedures for the operation of various industrial systems, contributing to user understanding
- Collaborated closely with the product managers and controls team to understand system requirements, contributing to the effective design and implementation of industrial systems
- Created and delivered detailed training reports to support end-user training on new and existing industrial system

Student Researcher – *Texas A&M University* August 2018 – December 2020

- Developed a MR and VR game prototype utilizing Unity Engine, programmed with C# and FSM, which simulates the operations of a functional Desalination plant
- Conducted extensive testing sessions with 10 STEM students using HMD Microsoft HoloLens 1st Gen, obtaining crucial feedback to refine the application and enhance user experience
- Assumed responsibility for debugging the application, resolving technical issues, and optimizing performance to ensure seamless and immersive experiences for users
- Prepared and presented research findings in conferences and publication to two academic journals (IEEE and OAK Trust)

Related Projects

Integrating live sensor campus data in Augmented Reality – *CSUDH Thesis Research* Sep 2023 – Present

Software: Unity LTS, Blender. *HMD*: Apple Vision Pro, Oculus. *Programming*: C#. *Deployment*.

Educational Mixed Reality Game on Water Desalination Plants – *TAMU Research* Aug 2018 – Dec 2020

Software: Unity LTS. *HMD*: HoloLens, *Programming*: C#. *Deployment*. *Publication*: Two Journals, Design Reviews

Virtual Reality Prototype of an Offshore Oil Rig – *TAMU Research* Jan 2018 – May 2018

Software: SimLabSoft, *HMD*: HTC Vive, *Animation*, *3D Modelling*

IOT Sensor Network, REGEX Comment, Scanner&Parser, InfixtoPostfix (Course: Programming Languages)

Software/IDE: IntelliJ, Eclipse | Skills: Debugging, Algorithmic, Reinforcement Learning, |Programming: C, Python, Java,

Campus Dining Web Application *(Course: Software Engineering)*

Software: Canva Website, Argo UML, draw.io | Skills: Web Development, UI/UX Design, Angular |Programming: HTML, CSS

AR App using HCI context (Course: Human Computer Interaction)

Software: Unity | *Programming*: C# | Skills: Research, C

Face Detection & Recognition, Object Classification (Course: Adv. Artificial Intelligence)

Software: Matlab, Jupyter, Unity | *Programming*: C++, Python, Matlab. Libraries: OpenCV, Dlib, Tensorflow, CNN, R-CNN

Construct of FAT Tree, Multithread, Multiprocess, VM Manager (Course: Adv. Operating Systems)

Programming: Java, C. OS: Linux, Windows. Skills: Research, Fork() system calls, Bug Fixes, Linux, Data Structures

Basic Weather Application

Software: Xcode | Programming: SwiftUI, Storyboard

Skills

Applications Familiarity: *Game Dev Engine*: Unity **|** IDEs: Xcode, IntelliJ IDEA, VSCode, Eclipse **|**Frameworks: RealityKit, OpenCV | Website Tools: Canva Website Builder, Microsoft Publisher| Design: Storyboard, Canva, Illustrator, Class Diagr | PM Tools: Flowlu, MS Project, Trello | Office Software: MS Office Suite (Word, Powerpoint, Excel, Outlook) | Collaboration Tools: Zoom, Slack, OneDrive, Dropbox | Diagnostic Tools: PLC | Simulation : Aspen | AI Tools: ChatGPT, Github Copilot

Programming Languages: Java | C | C# | Swift UI | Swift | Python | HTML | C++ | Scheme

Certifications: IBM Z Xplore - Fundamentals & Concept, AWS Cloud Practitioner Foundational (in progress), Meta AR Developer (in progress), Java Oracle

Student Organizations

AR/VR Student Club - **President** July 2023 - Present

IBM Z Systems – **Student Ambassador** September 2022 - Present

Muslim Student Union – **Facilities Advisor** November 2022 – May 2023

Residential Student Housing – **Secretary** August 2019 – May 2020

Society of Petroleum Engineers – **Student Outreach** March 2017 – December 2019