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DANIEL KHARLAMOV

OBJECTIVE

I am currently seeking an opportunity to develop understanding and gain experience in the fields of software and game development. I am looking to learn from professionals and further strengthen my knowledge in the field of Computer Science while also aiding a team to accomplish goals more quickly while developing innovative technology. I have a positive attitude towards learning and am an energetic and quick learner.

PROFESSIONAL ACHIEVEMENTS

PUBLICATIONS

Kharlamov, D., Woodard, B., Tahai, L., & Pietroszek, K. (2016, November). TickTockRay: smartwatch-based 3D pointing for smartphone-based virtual reality. In Proceedings of the 22nd ACM Conference on Virtual Reality Software and Technology (pp. 363-364). ACM.

Pietroszek, K., & Kharlamov, D. (2016, October). TickTockRay: Smartwatch Raycasting for Mobile HMDs. In Proceedings of the 2016 Symposium on Spatial User Interaction (pp. 181-181). ACM.

Kharlamov, D., Pietroszek, K., & Tahai, L. (2016, October). TickTockRay demo: Smartwatch raycasting for mobile hmds. In Proceedings of the 2016 Symposium on Spatial User Interaction (pp. 169-169). ACM.

WORK HISTORY

TEACHING ASSISTANT FOR GRAPHICS PROGRAMMING

CALIFORNIA STATE UNIVERSITY MONTEREY BAY

August 2017 – December 2017

Assisted students in learning Computer Graphics and Graphics Programming to help develop understanding of underlying programming concepts like parallelism, component object models, and finite state machine programming.

UNDERGRADUATE RESEARCHER IN COMPUTER GRAPHICS AND SIMULATIONS

CALIFORNIA STATE UNIVERSITY MONTEREY BAY

Jun 2017 – August 2017

Worked in computer graphics and computer simulations to simulate aerodynamics to test methods for optimizing scalable methods for volumetric airflow analysis. Used technologies like C++, DirectX, and Compute Shaders.

GAME JAM TEACHING ASSISTANT

CALIFORNIA STATE UNIVERSITY MONTEREY BAY

Jun 2017

Wrote a framework to help teach students about developing in virtual reality in the Unity Engine. This framework aimed and succeeded at making it easy for students to create a virtual reality game in a week. During the Game Jam, I helped students solve problems with the Unity Engine, general virtual reality concepts, and sometimes issues with art assets and the implementation of game features.

UNDERGRADUATE RESEARCHER IN VR HUMAN-COMPUTER INTERACTION

CALIFORNIA STATE UNIVERSITY MONTEREY BAY

May 2016 – December 2016

Researched and developed TickTockRay, a solution to 3D pointing on mobile virtual reality using a smartwatch. Used technologies like the Android SDK, Unity Engine, C#, Java, and AndroidJNI. This research was published in the form of a poster and demo at SUI'16 and a poster at VRST'16.

SOFTWARE DEVELOPMENT ENGINEER IN TEST

YOTTAMARK

June 2014 – August 2014

Tested mobile applications for both Android and iOS using frameworks like Appium in Java. Developed models to test features of various applications with the use of TestNg and Jenkins for complete automation. Worked on web-based tests using Ruby and RSpec. Gained Experience with industry tools like Jenkins, Jira, TestNg, JUnit, Ruby, Ruby RSpec. Worked in an Agile workspace with bullpen layout geared towards communication between engineers. Daily Scrums were held to discuss progress and results.

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

CALIFORNIA STATE UNIVERSITY MONTEREY BAY

EXPECTED: DECEMBER 2018

Current GPA: 4.0

Relevant Coursework: Advanced Game Programming, Game Engine Programming, Graphics Programming, Internet Programming, Computer Networks, Computer Architecture, Mathematics for Computing, Calculus, Discrete Mathematics, Undergraduate Research II, Multimedia Design and Programming