Portfolio
dkharlamov.com
LinkedIn
linkedin.com/in/khar/
Github
github.com/dkharlamov

Daniel Kharlamov

Software Engineer

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San Jose, CA 95123
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Objective

Software Engineer with a strong background of developing interactive games/software and web applications. Strong experience with Object-Oriented and Functional programming concepts spanning over 5 years. Deep passion for learning, persistent problem solver, and am deeply curious. Looking to gain experience from strong teams and to contribute to teams of all sizes. Looking for software development opportunities for interactive applications and web development.

Languages:

Java	- 5 Years
C#	- 4 Years
C++	- 3 Years
Javascript	- 2 Year
Python	- 1 Year
PHP	- 1 Year
Ruby	- 1 Year

Professional Interests:

Simulations
3D Modeling
Visual Effects
Virtual Reality
Design Patterns
New Technologies
Computer Graphics
Realtime Rendering
Controller Hardware
Building Frameworks
Game Development
Human-Computer-Interaction
3D Math

Professional Experience

SOFTWARE ENGINEER
May 2018 – May 2019
Robin Care Inc., Palo Alto, CA

Developed critical client-facing applications, internal tools, and APIs using modern Javascript ES6, React.js, and NodeJS.

- Deployed web apps using Google Cloud Platform
- Implemented modern user interfaces using the Material UI framework and CSS
- Wrote and maintained custom Wordpress scripts in PHP.
- Tracked features and bugs on Jira and closely communicated with all members of the product, design, and development team.

Javascript (ES6), React.JS, React (Native), Redux, NodeJS, Express, Lodash, Google Cloud Platform, Yarn, Material-UI, CSS, PHP, VSCode, Wordpress, Git, AppEngine, Firestore, Datastore, Cloud Storage, MySQL

UNDERGRADUATE RESEARCHER
May 2016 – December 2017
CSU Monterey Bay, Seaside, CA

Researched many HCI and Computer Graphics topics. Developed 3D pointing solutions, virtual reality inside-out tracking, and controller hardware.

- Collaborated with fellow researchers to develop sensor-fusion based inside-out tracking of walking.
- Developed Smartwatch-based 3D pointing software for mobile virtual reality using Android SDK, AndroidJNI, and the Unity Engine.
- Developed simulations using DirectX 11 and Compute Shaders to test scalable methods for optimizing volumetric airflow analysis.
- Designed and tested circuitry for the non-invasive sensing of muscle movements to be used in low cost prosthetics.
- Gained leadership experience by assisting in the teaching of DirectX 11 and 3D Mathematics
- Built frameworks in the Unity Engine using Oculus SDK for students to learn Virtual Reality development

C#, C++, Java, Unity3D, Direct3D, DirectX11, Compute Shaders, Sensor Fusion, Shaders, HLSL, Visual Studios, GearVR, Python, Arduino, Oculus SDK, Android SDK, AndroidJNI, Bluetooth LE, Android Studio, Android Wear, Blender, CG, Git

SOFTWARE DEVELOPER
June 2014 – August 2014
Yottamark Inc., Redwood City, CA

Developed models and frameworks using Appium and Java to create and automate tests for mobile applications.

- Worked on web-based tests using Ruby and Rspec.
- Collaborated with an Agile team and utilized industry tools like Jenkins, Jira, TestNg, and JUnit to build test automation.

Java, Ruby, Appium, Rspec, Jenkins, JUnit, Git

Skills:

Teamwork
Motivated
Fast Learner
Communication
Attention to Details
Problem Solver
Organization
Leadership

Tools:

NodeJS
VSCode
React.js
Express.js
Material-ui
GCP (AppEngine, Firestore, Datastore, and Cloud Storage)
Unreal Engine
Android SDK
Unity Engine
Oculus SDK
Photoshop
DirectX 11
Blender
GearVR
mySQL
MOI3D
HLSL
Git

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Education

BACHELOR OF SCIENCE, COMPUTER SCIENCE DISTINCTION IN MAJOR

California State University Monterey Bay

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

Honors:

Distinction in Major
summa cum laude

Projects and Interests

Publications

TickTockRay: Smartwatch-Based 3D Pointing for Smartphone-Based Virtual Reality (VRST '16)
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.

TickTockRay: Smartwatch Raycasting for Mobile HMDs (SUI '16)
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.

Projects

Aircycle
Worked with a team to produce an Unity and Gear VR exer-game where the goal is to pedal a plane through a canyon. I was in charge of developing an IMU Bluetooth LE circuit that detected the motion for pedaling which directly controlled the acceleration of the plane.
Tech Used: C#, C, Java, Unity Engine, Arduino, Android SDK, Android Studio, GearVR, Bluetooth LE

VRDrive
VR driving framework implemented for Unity so that people could develop first person driving experiences quickly without having to implement the complex mathematics associated with virtual reality inputs.
Tech Used: C#, Unity Engine, Oculus SDK, Oculus Touch, Oculus Rift

GameJam VR Framework
Worked with a colleague to write a framework to help teach students about developing virtual reality games in the Unity Engine. This framework aimed and succeeded at making it easy for students to create a virtual reality game in a week.
Tech Used: C#, Unity Engine, Oculus SDK, Oculus Touch, Oculus Rift

Hobbies:

Design
Cycling
3D Modeling
Craftsmanship
Game Development
Electrical Engineering
Music Production
Synthesizers
Exploring
Cooking
Gaming
Guitar
Hiking