

Azhar Amir Kimanje

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EDUCATION

Seattle Pacific University

Bachelors of Computer Science and Engineering

Seattle, WA, USA

September 2020 - June 2024

TECHNICAL SKILLS

- **Programming Languages:** C# - 3 years, C++ - 4 years, C - 2 years, SQL, Python, Java, Swift - 1 year
- **Frameworks:** .Net, Unity & Unreal game engines, Nvidia Omniverse, Meta All-in-One SDK, Azure Digital Twins
- **Certifications:** Unity Junior Programmer & Unity VR development, CISSP IAM, Google Networks and Network Security & Managing Security Risk, Master of Augmented Reality
- **Job Interest:** Mobile Augmented Reality Developer

WORK EXPERIENCE

Software Engineer

Exonicus Inc., Seattle, WA

June 2024 - Current

- * Lead interoperability engineer of the SBIR team of 10 engineers integrating communication between JETS & MOHES API.
- * Spearheading IEEE standard quality assurance of simulator documentation of Exonicus Mixed Reality and PC application.

Junior Designer

IA Interior Architects Inc., Seattle, WA

June 2024 - Current

- * Developed and verified XR models in Unity for space planning and cost estimation.
- * Conducted XR verifications and surveys, enhancing design accuracy and client satisfaction.

Augmented Reality Development Extern

Snap Inc, Seattle, WA

March 2024 - April 2024

- * Designed, developed, and tested cutting-edge AR experiences using asset library and 2D & 3D assets for 3 sports businesses.
- * Implemented design principles and brand initiatives for 10 AR applications on snap lens studio.

Technical Lesson Plan Developer & XR Course Designer

VELA University Of Washington, Seattle, WA

September 2023 - Current

- * Developed a 40-hour XR curriculum in C# and C++ for high school students.
- * Delivered 80 hours of AR, ML, AI, and Data Activism courses using LLMs and Q-learning.

Product Management Intern & Software Engineering Intern

YouthForce Boys and Girls Club, Seattle, WA

July 2023 - Jan 2024

- * Led full-stack product development, reducing MVP release time by 60% within 2 months.
- * Optimized 3D graphics rendering from 60 to 120 fps using CPU & GPU profiling and Unity frame debugger.

Founder & Full Stack Developer

Sablesync, Seattle, WA

November 2023 - Current

- * Spearheaded an AR agile systems design team of 3 engineers developing applications for Meta App Labs.
- * Accelerated app development lifecycle by 50% using Oculus Integration XML scripts, automating deployment processes.

PROJECTS

Full Stack Developer

RevereXR Hackathon, Seattle, WA

February 2024

- * Set up API endpoints in typescript for interactive trip planning web application utilizing Inrix API, DALL. E API & Yelp API.

Front-End developer

Global Edu Hacks Hackathon University of Washington, Seattle, WA

January 2024

- * OpenAI API to automate redundant tasks creating interview pre-briefs & uses whisper API to take notes.

Product Manager & Backend developer

Amazon Web Services & Inrix Hackathon, Seattle, WA

December 2023

- * Set up API endpoints in typescript for interactive trip planning web application utilizing Inrix API, DALL. E API & Yelp API.

GRANTS & NOTABLE ACHIEVEMENTS

XR Expert & Technical Grant Writer

University of Washington Technology fee, Seattle, WA

December 2023

- * \$60,000 Expansion and Scaling of XR Curriculum to increase minority STEM engagement and PreCollege Initiative.

LEADERSHIP

Founder & President

National Society of Black Engineers SPU, Seattle, WA

June 2024

Software Engineering Capstone Lead & Product Owner

Seattle Pacific University, Seattle, WA

June 2024