


Hesam Sakian Mohamadi

Curriculum Vitae

Muscat, Oman

 hesamsakian@gmail.com

 +968 98157753

EMPLOYMENT

Lecturer, Department of Multimedia, September 2019 – Jun 2025, TIAU, Tabriz-Iran.

IT Manager, February 2021 – September 2024, TIAU, Tabriz-Iran.

Technical Director at “Smart Reality LLC”, September 2021 – Present, working on XR and Metaverse applications, Tabriz-Iran – Muscat-Oman.

SPECIALTIES

Extended Reality (XR), Interactive Digital Media, Video Games, HCI, Unity3D engine, Programming (C#, Python)

EDUCATION

MA in Computer Arts [Intelligent simulator design], February 2019 – Tabriz Islamic Art University, Tabriz, Iran

BA in Multimedia [Virtual reality], September 2015 – Tabriz Islamic Art University, Tabriz, Iran

TEACHING

Advanced Programming, Multimedia department, TIAU, 2019 – Present

Object Oriented Programming, Multimedia department, TIAU, 2020 – Present

Multimedia and Script, Multimedia department, TIAU, 2020 – Present

Virtual Reality 4, Multimedia department, TIAU, 2019 - Present

Virtual Reality 3, Multimedia department, TIAU, 2020 – 2021

Multimedia Equipment, Multimedia department, TIAU, 2020 – 2021

INDUSTRY R&D EXPERIENCE

"MeetkaVR" Metaverse Platform, 2020 – Present

LANGUAGE SKILL

Duolingo English Test (DET)

OVERALL SCORE: 130

INVITED SPEAKER

Panel discussion, “**Interactive technologies in computer games**”, December 2017, TIAU, Tabriz-Iran.

Panel discussion “**Exergames; the novel intersection of sports and video games**”, February 2022, CGCO’2022.

Panel discussion “**Identity, Culture and cyberspace**”, January 2025, TIAU, Tabriz-Iran.

SELECTED HONORS and AWARDS

-Second place in the 3th national festival of ideas and opportunities for “Zaranka” pc game, 2018, Sharif University of Technology, Tehran-Iran.

-First place in the second digital arts festival, 2018, Tabriz-Iran.

-Third place in the first digital arts festival for “Freedom War” pc game, 2015, Tabriz-Iran.

-The winner of 2019 Serious Games Grand Prize (SeGaP) for Tizrun-Baika, an ExerGame to gamify the use of stationary bicycles with mobile game and mobile VR, December 2019, Tehran-Iran.

-Winning the Best Research Paper prize, SeGaP 2019, Issued by Iran Computer Games Foundation, Issued by Iran Computer Games Foundation, December 2019, Tehran-Iran.

-2nd position in the academic category, GALA 2020, Issued by Games and Learning Alliance conference, December 2020, Laval-France

-The best article in the field of cognitive science, Issued by International Conference on Computer Games; Challenges and Opportunities, February 2021, Isfahan-Iran.

-The winner of 2025 best student game in 10th Fajr Game Festival for “MyColors” game, February 2025, Tehran-Iran.

PUBLICATIONS

In English:

- **Mohammadi, Hesam Sakian**, Erfan Pirbabaei, Milad Jafari Sisi, and Yoonas A. Sekhavat. "ExerBrain: a comparison of positive and negative reinforcement in attention training using BCI based computer games." In *2018 2nd National and 1st International Digital Games Research Conference: Trends, Technologies, and Applications (DGRC)*, pp. 167-171. IEEE, 2018.
- Mostafavi, Seyed Vahid, Yoonas A. Sekhavat, Samad Roohi, **Hesam Sakian Mohammadi**, and Kazem Pouralvar. "A Game-based System to Study the Danger of Advertising Displays for Pedestrians: Are They Really Dangerous?" In *2019 International Serious Games Symposium (ISGS)*, pp. 68-73. IEEE, 2019.

- Sekhavat, Yoones A., Samad Roohi, **Hesam Sakian Mohammadi**, and Georgios N. Yannakakis. "Play with one's feelings: a study on emotion awareness for player experience." *IEEE Transactions on Games* 14, no. 1 (2020): 3-12.
- Servat, Ali, and **Hesam Sakian Mohammadi**. "Immersive Game Worlds: Using Deep Reinforcement Learning for Lifelike Non-Player Characters." *2023 International Serious Games Symposium (ISGS)*. IEEE, 2023.
- **Mohamadi, HS**. "Chapter: 3.9: XR in Game, Gamification and Interactive media". *An Educator's Guide to Interactive Digital Narrative: Syllabi and Resources From Around the World*. Carnegie Mellon University's Press, May 2025

In Persian:

- Pirbabaei, Erfan; **Sakian, Hesam** and Sekhavat, Yoones, "Dynamic Difficulty Adjustment for Racing Multiplayer Games Using Reinforcement Learning Algorithm", *2nd National Conference on Computer Games; Challenges and Opportunities*, Isfahan, Iran, 2016, <https://civilica.com/doc/600408>
- **hesam sakian mohammadi**, yazdan movahedi and yones sekhat, "Battle of Neurons: Increased focus using a nerve-based computer game and brain-computer interface", vol. 6, no. 1, pp 83-100, Spring 2020, <https://doi.org/10.30473/clpsy.2020.47141.1449>
- Book Chapter: "XR in video games", emerging trends in digital games, December 2021, Iran, <https://direc.ircg.ir/25059/>