

# Arta Seify

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## Education

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### M.Sc. in Computer Science – Artificial Intelligence

University of Alberta, 2020, 4.0 GPA

### B.Sc. in Computer Science – First Class Honors

University of Calgary, 2017, 3.91 GPA

## Relevant Projects ([GitHub.com/ArtaSeify](https://github.com/ArtaSeify))

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Project written in C++ unless specified. Private repositories are available upon request.

- **BowMan:** Third-person archery game developed using Unreal Engine 4.
- **Dragon-TD:** Maze-building tower defense game created using Unity and C#.
- **BOSS-SC2:** Build order search for StarCraft II. Performance optimization using profiler.
- **SameGame:** Multithreaded search and deep learning. Performance optimization using profiler.
- **CommandCenter:** Integration of real-time build order search (BOSS) into an open-source bot.

## Technical Skills

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- 2+ years' experience with C++, Python, object-oriented programming, parallel computing, Windows & Linux
- Working knowledge of Unreal Engine 4, Unity, C, C#, Java, Docker.

## Work Experience

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### Teaching Assistant

University of Alberta, September 2017 – December 2019

- Teaching labs of several courses, including Advanced Games Programming in C++.
- Writing scripts to automate the testing and grading of Lisp programs.

### Research Assistant

University of Alberta, May 2019 – August 2019

- Developing scalable machine learning software to train an agent using a supercomputer.

### Partner Dance Instructor

Various—Contractor, August 2014 – Present

- Collaborating with various teaching partners to produce and execute lesson plans.
- Teaching vernacular jazz dances to people of all ages and skill levels.

## Academic Achievements

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- Natural Sciences & Engineering Research Council of Canada (NSERC) scholarship worth \$23,300 in 2018.
- Publication and poster presentation at Reinforcement Learning in Games workshop at Association for the Advancement of Artificial Intelligence (AAAI) 2020 conference.
- Presentation on StarCraft II API at the Real-Time Strategy Games workshop in Artificial Intelligence and Interactive Digital Entertainment (AIIDE) 2019 conference.