

## General Information



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## Areas of Interests

Complex Systems, Simulation and Modelling, AI and ML, Gaming, Health

## Publications

Boodaghian Asl, A., Raghothama, J., Darwich, A. and Meijer, S., 2021. Simulation and Model Validation for Mental Health Factors Using a Multi-Methodology Hybrid Approach. Winter Simulation Conference, 13-15 December, Pheonix, USA.

Boodaghian Asl, A., Raghothama, J., Darwich, A. and Meijer, S., 2021. Using PageRank and Social Network Analysis to Specify Mental Health Factors. 21st ICED Conference, 16-21 August, Gothenburg, Sweden. Cambridge University Press (CUP).

Zhu, Y., Zhang, M., Peng, Y. and Boodaghian Asl, A., 2020. Detailed wrinkle generation of virtual garments from a single image. *Multimedia Tools and Applications*, 80(3), pp.4053-4071.

Boodaghian Asl, A. and Gokan Khan, M., 2020. Model-based interview method selection approach in participatory design. In *Interactivity and the Future of the Human-Computer Interface* (pp. 206-223). IGI Global.

Boodaghian Asl, A. and Gokan Khan, M., 2019, November. Studying the Effect of Online Medical Applications on Patients Healing Time and Doctors Utilization Using Discrete Event Simulation. In *2019 E-Health and Bioengineering Conference (EHB)* (pp. 1-6). IEEE.

Boodaghian Asl, A. and Gokan Khan, M., 2019. An empirical study on GUI-ii interview methods in participatory design. In *MCCSIS 2019, 13th Multi Conference on Computer Science and Information Systems* 16–19 July 2019, Porto, Portugal (pp. 3-10). IADIS Press.

Zhu, Y., Peng, Y. and Boodaghian Asl, A., 2019. Dual adaptive adjustment for customized garment pattern. *Scientific Programming*.

Boodaghian Asl, A., 2015, Reviewing extracted data from Electronic Patient Records for automatic upload to National Quality Registers”, Master Thesis.

## Editorial Advisory Board Member

Isaias, P., & Blashki, K. (Eds.). (2020). *Interactivity and the Future of the Human-Computer Interface*. IGI Global.

## Thesis Supervisor

Mann, A. and Höft, O., 2021. Categorization of Swedish e-mails using Supervised Machine Learning.

Education	University	Date
<b>PhD Student</b> – Simulation and Modelling for Healthcare Logistics	KTH Royal Institute of Technology, Sweden	2020-Current
Research Perspective on AR VR Standalone Course	Karlstad University, Sweden	2019-2020
Information System: Practical Training Standalone Course	Karlstad University, Sweden	2017-2018
Models and Experimental Methods in Multimedia Development Standalone Course	Karlstad University, Sweden	2017-2018
Master degree in computer and System Sciences	Stockholm University, Sweden	2009-2015
Bachelor Degree in information system	State Engineering University of Armenia	2004-2008
High School	Melkonian Educational Institute, Cyprus	2000-2003

Winter/Summer Schools	University	Date
Biomedical Engineering & Science 2021 KTH-SJTU Joint International Summer School	KTH-SJT	Summer 2021

Teaching Experience	University	Date
(Teacher Assistant) Physics for Technical Preparatory Year towards B.Sc.	KTH Royal Institute of Technology Sweden	Autumn 2021
(Teacher) Applied Machine Learning and Data Mining	KTH Royal Institute of Technology Sweden	Winter 2021

Research Experience	University	Date
Research Assistant Summer Job	Royal Institute of Technology-KTH, Sweden	2018
Research Collaboration	Zhejiang University, China	2018 (1month)
Research Internship Working at Usability Lab	Karlstad University, Sweden	2017-2018
Master Thesis Project	Karolinska Institute of Science Park AB and Stockholm University, Sweden	2012

Work Experiences	Company	Date
Embedded System Developer	Tieto Sweden AB Karlstad, Sweden	Oct 2018-Sept 2019
Web Developer	Gexcel/Karlstad University Karlstad, Sweden	Oct 2017-Jan 2018
AR and Magento Developer	RM Innovation Remote Work	Mar 2016- Aug 2017
Co-Founder and CTO	OlamTech Yerevan, Armenia/Tehran, Iran	Nov 2014-Dec 2015
PHP Developer (Magento)	Vaimo AB Remote Work	Dec 2013-Aug 2014
Game Developer Web Developer	Digiarts Entertainment AB Stockholm, Sweden	Jan 2013-Dec 2013
Software Development Intern	OCULUSai Technologies AB Stockholm, Sweden	Jul 2011-Oct 2011
English Language Tutor	NIMA/ABF	Sep 2011-Apr 2013

Awards and Honours	Date
First award in SJTU BME Innovation and Entrepreneurship Competition	2020
Nominated for the best mobile execution at Swedish Game Awards	2019
Traveling grant from TheGreatJourney to visit GAMESCOME	2018

Skills	Rate
AnyLogic	★★★★★☆☆☆☆☆☆☆☆☆☆☆☆☆☆
SUMO	★★★★★★★★★★★★★★★☆☆☆☆☆☆
Unity3D C# (Android and VR/AR)	★★★★★★★★★★★★★★★★★★★☆☆
C/C++	★★★★★★★★★★★★★★★★★★★☆☆
Matlab (Simulink)	★★★★★★★★★★★★★★★★★★☆☆☆☆
AR/VR/MR	★★★★★★★★★★★★★★★★★★☆☆☆☆
PHP/HTML/Javascript/CSS	★★★★★★★★★★★★★★★★★★☆☆☆☆
Python	★★★★★★★★★★★★★★★★★★★☆☆
HCI	★★★★★★★★★★★★★★★★★★★☆☆
GIT	★★★★★★★★★★★★★★★☆☆☆☆☆☆
AI/ML	★★★★★★★★★★★☆☆☆☆☆☆☆☆☆☆
Java	★★★★★★★★★★★★★★☆☆☆☆☆☆☆☆

## Languages

English	★★★★★★★★★★★★★★★★★★★★☆☆
Swedish	★★★★★★★★★★★★★★★★☆☆☆☆☆☆
Armenian (mother tongue)	★★★★★★★★★★★★★★★★★★★★★★★★☆☆
Persian	★★★★★★★★★★★★★★★★★★★★★★★★☆☆

## Portfolio

JellyFall	Android based game developed using Unity3D and C#, published in GooglePlay
AR Wedding Card	Augmented Reality based app for wedding specific wedding card developed using Unity3D, C# and Vuforia
Cats and Spiders	Augmented Reality based multiplayer game developed using Unity3d, C# and Vuforia
Arshel Tutorials	A YouTube based channel to teach C# and game development

## Volunteer Work

	Location	Date
(Teacher/Organizer) Unity3D game development course	The Great Journey Karstad/Sweden	2018 April/May
Assisting in teaching children programming	Kod Centrum	2019 March/May

## Hobbies

Live a very adventurous life, meet new people and learn about their cultures, travel to new places, play games (video games, virtual reality games, online games), learn something new every day.