General Information

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Publications	Role	Publisher/Conference
Detailed Wrinkle Generation of Virtual Garments from a Single Image	4th Author	Under Review
Model-Based Interview Method Selection Approach in Participatory Design	1st Author and Editorial Advisory Board member	Publisher: IGI-Global March 2020 Book: Interactivity and the future of Human Computer Interfaces
Studying the Effect of Online Medical Applications on Patients Healing Time and Doctors Utilization Using Discrete Event Simulation	1st Author	Publisher: IEEE Conference: 2020 E-Health and Bioengineering Conference (EHB) November 2019 Iasi, Romania
An Empirical Study On GUI-ii Interview Methods In Participatory Design	1st Author	Publisher: IADIS Press Conference: MCCSIS 2019, 13th Multi Conference on Computer Science and Information Systems 16 – 19 July 2019, Porto, Portugal
Dual Adaptive Adjustment for Customized Garment Pattern	3rd Author	Publisher: Hindawi Journal: Scientific Programming March 2019
Reviewing extracted data from Electronic Patient Records for automatic upload to National Quality Registers	Single Author	Master Thesis

Education	University	Date
PhD Student – Simulation and Modelling for Technology and Health	KTH Royal Institute of Technology Sweden	2020-Current
Research Perspective on AR VR Individual Course	Karlstad University Sweden	2019-2020
Information System: Practical Training Individual Course	Karlstad University Sweden	2017-2018
Models and Experimental Methods in Multimedia Development Individual 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

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

Skills	
Unity3D C#	★★★★★★★★★★★★★★★★★☆☆☆
C/C++	★★★★★★★★★★★★★★★★☆☆☆
Matlab (Simulink)	★★★★★★★★★★★★★☆☆☆☆☆
AR/VR/MR	★★★★★★★★★★★★★★☆☆☆☆
PHP/HTML/Javascript/CSS	★★★★★★★★★★★★★☆☆☆☆☆
Java/Python	★★★★★★★★★☆☆☆☆☆☆☆☆
HCI	★★★★★★★★★★★★★★☆☆☆
GIT	★★★★★★★★★☆☆☆☆☆☆☆☆

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

Persian	★★★★★★★★★★★★★★★★★★★★☆☆

Awards and Honours

Nominated for the best mobile execution at Swedish Game Awards 2019
Traveling grant from TheGreatJourney to visit GAMESCOME 2018

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 Mouse	Augmented Reality based multiplayer game developed using Unity3d, C# and Vuforia
Arshel Tutorials	A YouTube based channel to teach C# and game development

Certificates

Certificates	Issued by
5G New Radio and NGRAN	Apis Training
Serious Gaming	Coursera (Erasmus University Rotterdam)
Principle of Game Design	Coursera (Michigan State University)
Introduction to Game Development	Coursera (Michigan State University)
Game Development for Modern Platforms	Coursera (Michigan State University)
Introduction to XR: VR. AR and MR Foundation	Coursera (Unity)

Volunteer Works

Taught C# game development in TheGreatJourney community
Assisted in teaching at Kodcentrum
Occasionally accept reviewing of research papers from IEEE-access or IGI-Global

Interests

Family and loved ones
Learning about other cultures
Fika
Playing VR game
Sharing my knowledge
Travelling