



 [linkedin.com/in/arsinehboodaghian](https://www.linkedin.com/in/arsinehboodaghian)
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 Karlstad, Sweden
 September 17, 1985
 +46 76 555 10 58

ARSINEH BOODAGHIAN ASL

Researcher and Developer

RESEARCH & EDUCATION

Research Assistant

Royal Institute of Technology (KTH) – Stockholm, Sweden
Supervisor: Associate Prof. Konrad Tollmar

Jul. 2018-
Sep. 2018



Researcher

Karlstad University
Supervisor: Prof. John Sören Pettersson

Oct. 2017-
Apr. 2018



Master of Computer and Systems Sciences

Stockholm University
Supervisor: Associate Prof. Fredrik Kilander

2009-2015



Researcher and Developer (Worked on My Master Thesis)

Karolinska Institutet Science Park AB
Supervisor: Dr. Otto Stackelberg

Feb. 2012-
Aug. 2012



Bachelor of Computer and Information Systems

State Engineering University of Armenia – Yerevan, Armenia

2004-2008



High School (Science and Mathematics)

Melkonian Educational Institute – Nicosia, Cyprus

2000-2003



PUBLICATIONS

Studying the Effect of Online Medical Applications on Patients Healing Time and Doctors Utilization Using Discrete Event Simulation Accepted: October 2019
IEEE International Conference on e-Health and Bioengineering EHB 2019
Arsineh Boodaghian Asl and Michel Gokan Khan

Model-Based Interview Method Selection Approach in Participatory Design Published: 2020
IGI-Global: Interactivity and the future of Human Computer Interfaces
Arsineh Boodaghian Asl(Author and Editorial Advisory Board member) and Michel Gokan Khan

An Empirical Study on GUI-ii Interview Methods in Participatory Design: A Comparison with Traditional Face-to-Face Interview Published: 2019
13th International Conference on Interfaces and Human Computer Interaction
Arsineh Boodaghian Asl and Michel Gokan Khan

Dual Adaptive Garment Pattern Auto Adjustment Method Published: February 2019
Journal of Scientific Programming
Yuxiang Zhu, Yanjun Peng and Arsineh Boodaghian Asl

Detailed Wrinkle Generation of Virtual Garments from a Single Image Expected: 2020
KSII Transactions on Internet and Information Systems (In Review)
Yanjun Peng, Yuxiang Zhu, Mingmin Zhang , Zhigeng Pan and Arsineh Boodaghian Asl

Reviewing extracted data from Electronic Patient Records for automatic upload to National Quality Registers June 2015
Master Thesis: Focusing on HCI aspects of Sweden's national patient record system
Supervisor: Associate Prof. Fredrik Kilander



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ARSINEH BOODAGHIAN ASL

Researcher and Developer

PROFESSIONAL WORKING EXPERIENCE

Part 1/2

Embedded Software Developer

Tieto Sweden AB (Karlstad, Sweden)

Oct. 2018 – Sept. 2019



Tieto Sweden AB is a globally recognized technology company with drive to grasp the opportunities of the data-driven world and the aim to become customer's first choice for business renewal. As an embedded software developer, I work with C/C++ and Go on a 5G NR related project among the team.

Unity3D and C# Instructor

The Great Journey (Karlstad, Sweden)

Apr. 2018 – May. 2018



The Great Journey (TGJ) is a union for game developers around Karlstad who likes to develop games with AR (Augmented Reality), VR (Virtual Reality) or MR (Mixed Reality). Based on my game development background, I instruct Unity3D and C# programming for a team of game developers there.

Web Developer

GEXcel International Collegium www.gexcel.se (Karlstad, Sweden)

Oct. 2017-Jan. 2018



GEXcel International Collegium for Advanced Transdisciplinary Gender Studies aims to develop transitional, intersectional and transformative gender research, and to become a meeting place for different generations for excellent gender scholars. I designed their website based on their desired look and feel and

AR Developer and Magento Specialist

Mar. 2016-Aug. 2017



RM Innovation (Remote work)

RM Innovation is the home furnishing industry leading software provider, with more than 20 years of professional experience. I developed an augmented reality based home **furniture showcasing software** based on **Unity3D** to enable RM customers virtually see furniture (specially rugs) in their home, to check if it fits their house look and feel before buying it.

Co-Founder and CTO

Olam Technology Group (Tehran and Yerevan)

Nov. 2014 – Dec. 2015



Olam Technology is a "technology-based development company" which develops and invest on high quality web, mobile and electronic based solutions for companies/individuals all over the world to help them achieve their technology-based goals with the highest quality and cost-effective solutions. We started with absolutely zero investments and due to financial problems, we didn't continue our work Projects during our active period:

- **Responsive Customizable Product Filter & Slider Widget** (www.codecanyon.net/item/p/11415221)
- **JeU Beauty Splash – Jewelry Online Shop** (www.jeubeautysplash.com)
- **Geek Cases** (www.geekcases.com)
- **Prof. Mohsen Sharifi's Official Home Page** (msharifi.iust.ac.ir)

PHP Developer (Magento)

December 2013 - August 2014



Vaimo Sweden (Working Remotely with Stockholm Office)

Vaimo is the **world's leading ecommerce solution provider** and helps clients all over the world to achieve ecommerce success on Magento ecommerce platform. Working remotely as a backend developer and mostly involved in fixing programming issues in different on-going.

Some of the world-class projects I involved in supporting, together with other team members:

- **Kaibosh** (www.kaibosh.com)
- **TopStreetWear** (www.topstreetwear.com)
- **Fjällräven** (www.fjallraven.se)
- **Hardox** (www.hardox.com)



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PROFESSIONAL WORKING EXPERIENCE

Part 2/2

Game Developer and Web Developer

DigiArts Entertainment AB (Stockholm, Sweden)

Digiarts entertainment was an independent, privately funded game development company located in Stockholm, Sweden. The company was developing web games, computer games and mobile games. At first, I was assigned for web development project, but my purpose of entering the company was doing game development. So, after finishing the company website, we start developing **City Run game** with **Unity3D** and **C#**, where I became familiar with Unity 3D for the first time.

Jan. 2013 – Dec. 2013



Software Development Intern

OCULUSai Technologies (Stockholm, Sweden)

OCULUSai technologies is a Computer Vision company that develops state-of-the-art image & object recognition technology. The company was founded in 2008 and is sprung out of research from the Royal Institute of Technology (KTH) in Stockholm, Sweden. In this company, I learned about **Android application development with Java** as well as **web development (HTML/JS/CSS/PHP)**.

Jul. 2011-Oct. 2011



English Language Tutor

Nima House, a branch of ABF

Workers' Educational Association (ABF) is Sweden's leading study federation. They offer study circles, courses, lectures and cultural events in all the country's municipalities. My goal was to help people to improve their English language specially speaking skill.

Sep.2011-Apr. 2013



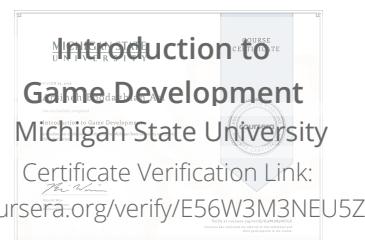
RELATED CERTIFICATES AND COURSES



Serious Gaming
Arsineh Booodaghian Asl
Erasmus University Rotterdam
Certificate Verification Link:
coursera.org/verify/8HH63KURBHVJ



Principles of Game Design
Arsineh Booodaghian Asl
Michigan State University
Certificate Verification Link:
coursera.org/verify/YSEA8FBA6WUW



Introduction to Game Development
Arsineh Booodaghian Asl
Michigan State University
Certificate Verification Link:
coursera.org/verify/E56W3M3NEU5Z



Game Development for Modern Platforms
Michigan State University
Certificate Verification Link:
coursera.org/verify/FD26JTP9B3BE



Introduction to XR: VR, AR and MR Foundations
Arsineh Booodaghian Asl
Unity Technologies and Peter Petterson
Certificate Verification Link:
coursera.org/verify/U4KCB9HZFME8



Introduction to 5G New Radio and NGRAN
Arsineh Booodaghian Asl
APIS Training AB
Certificate Verification Link:
bit.ly/2Ttlf1K

Information Systems: Models and Experimental Methods in Practical Training

Actual certificate can be provided

for verification

Karlstad University

Actual certificate can be provided

for verification

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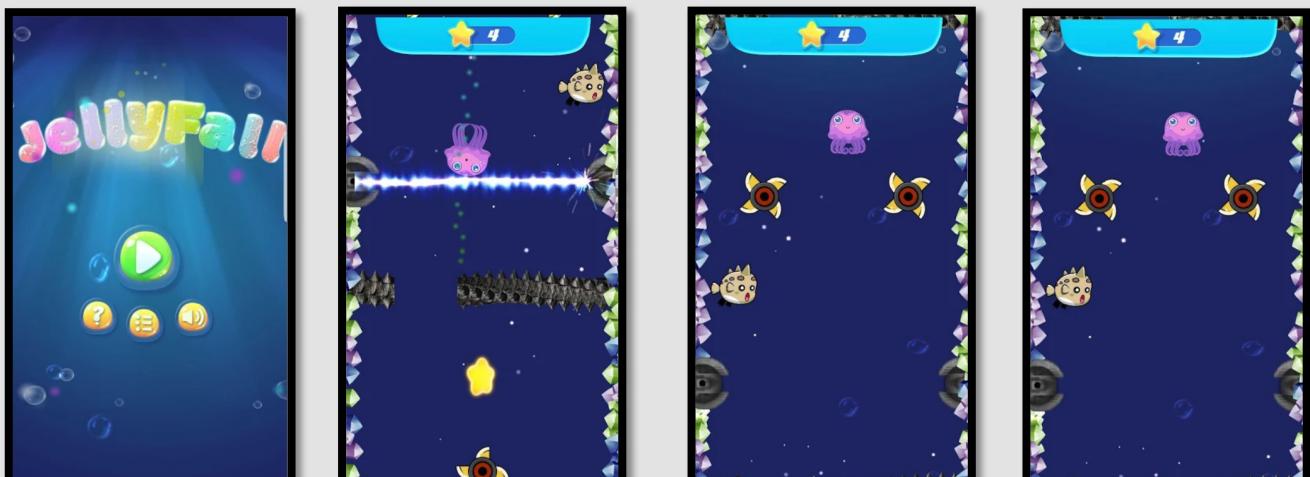
ARSINEH BOODAGHIAN ASL

Researcher and Developer

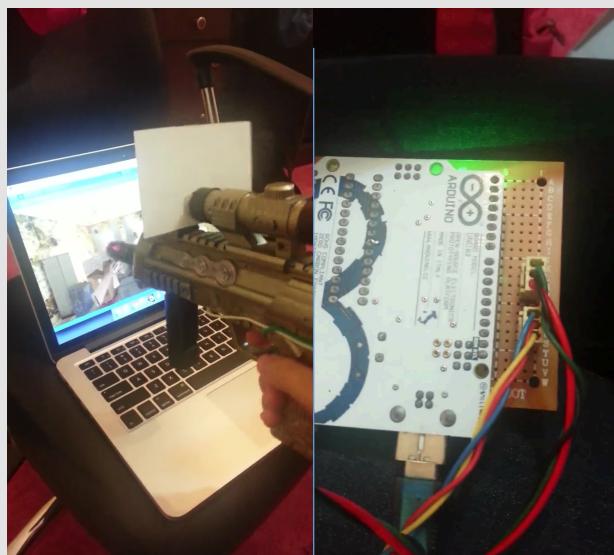
SIDE PROJECTS



To demonstrate some of the side-works during my professional career, I collected a small portfolio of my fun projects, including a game of my own "JellyFall" which is an addictive game designed for Android phones. Also, my augmented reality based wedding card and a mixed reality game for Mac.



"JellyFall" is a simple, fun and addictive game designed for entertainment using C# and Unity3D. This game has been nominated for the **Best Mobile Game** category at **Swedish Game Awards 2019**. The goal of the game is to guide a jellyfish into collecting stars and avoid obstacles. It's been fully designed and developed by me.



As a fun project I created a mixed reality game based on Mac, using Unity3D, Vuforia (augmented reality), Arduino and Uniduino. I hacked a toy gun using Arduino, and turn it into an AR controller for 1st person shooter games. I also made a demo game to showcase the possibilities.



An augmented reality based wedding card designed for my own wedding ceremony. I used Vuforia, Unity3D and C# for this purpose.

Likes *	Watch time *	Comments *	Shares *	Views	Subscribers *
1,123	Hours 3,922	150	379	132,085	335

As I love sharing my knowledge, I started up a YouTube channel "Arshel Tutorials" and there I create Unity 3D tutorials with **130,000 viewers** so far.



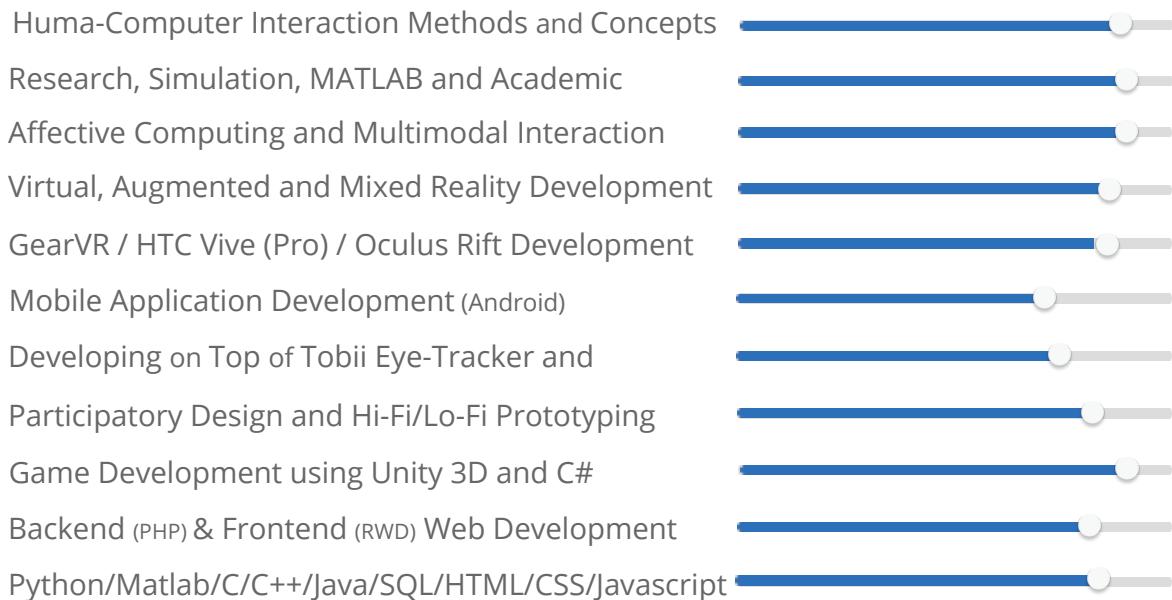
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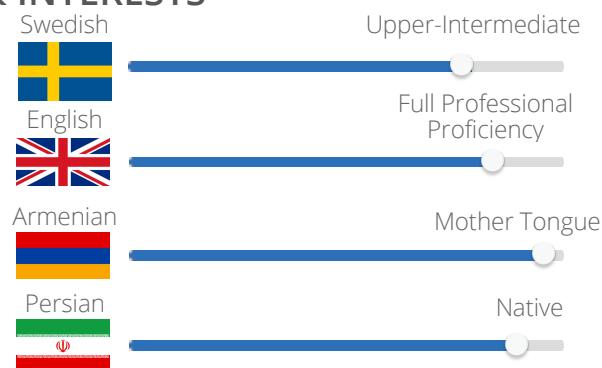
Researcher and Developer

PROFESSIONAL SKILLS



LANGUAGES & INTERESTS

- My Family and Love Life
- Creative Thinking and Idea Generation
- Playing Games (Arcade, Classic, AR/VR Games)
- Traveling Around the World
- Biking and Swimming
- Fika, of course!



HONORS & AWARDS



Nomination for The Best Mobile Game Category in
Swedish Game Awards 2019
for my recent game JellyFall (November 2019)

Travel Grant to Participate at Gamescom 2018 (together
with "The Great Journey" team as a Trade Visitor)

VOLUNTEER EXPERIENCE

Unity3D and C# Teacher
At The Great Journey
Teaching Assistant
At Kodcentrum



REFERENCES

Available, if needed