Besmelh Alshaalan

besmelh.alshaalan@gmail.com • (267) 901-6030 • www.besmelh.me • linkedin.com/in/besmelh-alshaalan • github.com/besmelh

EDUCATION

University of Rochester   *Rochester, NY*
Bachelor of Science in Computer Science | Minor in Digital Media Studies   **Anticipated May 2023**

- *GPA: 3.54;* Relevant courses*: Intro to A.I., AI/VR Interaction Design, Machine Vision, Intro to HCI, Computational Statistics*, *Data Structures & Algorithms, Linear Algebra, Calculus, Mobile App Development (iOS)*

Awards: *KAUST Gifted Student's Program (KGSP) Scholarship*

EXPERIENCE

Recreational Graphics Teaching Assistant, University of Rochester   **Aug 2022 – Dec 2022**

- Supporting students to learn 3D modeling in Blender, for 2 hours weekly, and grading 15 students' assignments.

Media Tech Intern, NBCUniversal, *Los Angeles, CA*   **June 2022 – Aug 2022**

- Assisted in enhancement requests, quality assurance testing, user acceptance testing, and rollout of features.
- Developed a program to generate unique Microsoft Forms, to help verify information from business owners.

iOS Mobile App Development Teaching Assistant, University of Rochester   **Aug 2021 – Dec 2021**

- Supported students to develop iOS apps in Swift, and graded the assignments of 12 students*.*

Tech and Product Intern, Millie Group, *New York, NY*   **May 2021 – Aug 2021**

- Finalized the features of Millie's internal website by user research, and designed the UI/UX via Figma.
- Developed a full-stack React App using PERN Stack (PostgreSQL, Express, React, NodeJS), and managed the files and database through PostgreSQL & AWS.

IBM Accelerate Software Apprenticeship, IBM, *Virtual*   **May 2021 – July 2021**

- Enhanced the technical and foundational skills needed to succeed in the software development industry.

PROJECTS

Phobigone   **Aug 2022 - Dec 2022**
VR game application to help users overcome their phobias (fear of the dark, heights, small spaces).

- Designed a scene in *Unity* depicting a realistic cityscape with 3D building, animated objects, and collectable items.
- Evaluated the quality, effectiveness, and efficiency of the app through usability testing.

BalanceBuddy   **Jan 2022 - May 2022**
Website to balance between students' schoolwork & internship search process through daily tasks & progress dashboard.

- Conducted user research, designed prototypes in Figma, & performed usability testing for the working prototype.
- Developed the back-end of the webpage and Chrome extension using React, and set up a MongoDB database.

Light Up   **Dec 2020 - Jan 2021**
An iOS app for brainstorming ideas; it displays random words and has the option to write ideas in "sticky notes".

- Developed using Swift, managed the database with CoreData, and retrieved random words via an API call.
- Published to the App Store and localized in Arabic and English.

EXTRACURRICULAR ACTIVITIES

Student Volunteer, SIGGRAPH Asia 2022, *Daegu, South Korea*   **Dec 2022**

- Will support the conference's events like the Computer Animation Festival & Emerging Technologies exhibition.

Marketing & Design Team Lead, DandyHacks 2022   **Mar 2022 - Present**

- Contribute to bi-weekly team leads' meetings to plan for the University of Rochester's annual hackathon event.
- Lead a team of 4 to design and market publicized content. (E.g., logo, social media posts, website, merchandise).
- Aid the IT team in translating the website's Figma design and developing it using Vanilla JS, HTML, and CSS.

High School Students Mentor, Nuqsh   **Sep 2020 – Present**

- Advise international high-school students through their U.S. colleges' application, via 1 hour bi-weekly meeting.

SKILLS

- Python, Java, C, Swift, JavaScript, HTML, CSS, React, Node JS, Express JS, SQL, PostgreSQL, R, Unreal Engine, Unity
- Figma, Blender, Adobe Illustrator, Adobe Premiere Pro, Airtable
- Adaptability, creativity, problem-solving, leadership
- Native, Arabic; Fluent, English