

Besmelh Alshaalan

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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, 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

Jun 2022 – Aug 2022

- Assisted in enhancement requests, quality assurance testing, user acceptance testing, and rollout of features.
- Developed a program that generates 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

- Conducted user research to finalize the features of Millie's internal website.
- Designed the UI/UX of the website through a Figma prototype.
- 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 – Jul 2021

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

PROJECTS

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.

Fairy & Ghost

May 2022

Video game built using Unreal Engine, inspired by the game "Fireboy and Watergirl".

- Developed the game logic using blueprints, and imported 3D models and animations; as a team of two people.

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.

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

- 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 high school students through the U.S. colleges' application process, through 1 hour bi-weekly meeting.

SKILLS

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