

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: 3.51; Relevant courses: Intro to A.I., AR/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

Teaching Assistant, University of Rochester

Aug 2021 – Present

- Video Game Development class (Spring 2023), supporting students as they develop games in Unreal Engine.
- Recreational Graphics class (Fall 2022), supported students as they 3D modeled in Blender.
- iOS Mobile App Development class (Fall 2021), helped students as they developed iOS apps in Swift.

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.

Tech and Product Intern, Millie Group, New York, NY

May 2021 – Aug 2021

- Finalized the features of Millie's internal website through 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

Boppity-Bop Lofi

November 2022 - Jan 2023

Audio visualizer website, with a relaxing window view (buildings, trees, clouds) that animates to Lo-fi music.

- Developed using React Three Fiber to embed and animated the 3D models designed in Blender on a webpage.

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

- Supported 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, and utilize Airtable to keep track of tasks and goal.
- Increased participation by 60% (150 total) and project submissions by %277 (25 total) from the previous year.

SKILLS

- Python, Java, C, Swift, JavaScript, React, SQL, R, Unreal Engine, Unity, Figma, Blender, Adobe Illustrator/Premiere Pro
- Adaptability, creativity, problem-solving, leadership
- Native, Arabic; Fluent, English