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# Bayan Mashat

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## EDUCATION

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### UNIVERSITY OF CALIFORNIA, DAVIS

*Bachelor of Science in Computer Science.*

Davis, CA

Expected: June 2019

## EXPERIENCE

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### Team Proxi – Data Science & Game Developer Intern

Aug 2018 – Dec

Assisting Senior Data Scientist in NLP and AI research for Proxi, an AI simulation based on players memories & interactions with the game, by Will Wright.

2018

### University of California at Davis - Project Manager, Game Designer & Director

Mar 2017 – Present

Designing and directing an educational roleplaying game to be used as assignments for the upcoming online course "Introduction to Research", to be taught in UC campuses in 2018. Tasks included:

- Design the concept for the game to match the learning goals of the class & maintain the game design document (GDD).
- Act as a liaison between project lead (Prof. Angelique Louie) and the team, which consists of student programmers, artists, and composer, and guiding game development to align with the course objectives.

### Ranam Company – Game Developer Intern

Jan 2017 – Feb 2018

Working in a start-up company to design & develop a mobile game application that teaches users to play songs with Oud and cultural instruments in a fun, engaging, and accessible way. Tasks included:

- Generate games scripts using C# in Unity and storyboard.
- Structure and implement the user interface of the game.

### Bata-Lab, University of California at Davis - Undergraduate Research, Mentor, & Intern

Sep 2015 – Mar 2016

- Design learning environments, tools, and project to support student's learning through making.
- Assist students create projects in the makerspace using the laser cutter, 3D printer, and Arduino.
- Maintain a field notebook of observations, interactions, and opinions on the students work.

## PROJECTS

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### E{du}motion – Web Application (HackDavis 2017)

Jan 2017

Web application for students to document their learning process through tracking their emotions.

### Shadow Pan – Video Game (UC-Davis Undergraduate Research, Scholarship, & Creative Conference)

Dec 2015

An expressive video game where the player solves mini mental health problems, primarily dealing with depression, through interactive conversations with animation characters. The purpose of this game is to express emotions and concerns, and get mental health coaching and advice indirectly from anyone.

### GOOPLAY Science Project— (Intel ISEF 1<sup>st</sup> Place)

May 2011

An educational video game developed using Scratch, designed for research into improving web-searching skills for children from age 8 to 14, and to explore effective designs in educational video games.

## EXTRACURRICULAR ACTIVITIES & COMMUNITY SERVICES

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### Game Dev & Arts Club at UC-Davis – Co-President

Jan 2017 – Present

- Organize weekly meetings, game jams, and educational workshops about game technologies.
- Build a database system for matching professors on campus with student to develop games for research.

### Manara Research – Co-Founder

May 2013 – May

- Co-founded a non-profit for educating pre-college students in Arab countries about scientific research.
- Created scientific research guides and built online communities to connect students with mentors and alum.
- Provided coverage for local and international science fairs through social media & Organized volunteering opportunities and programs to attract interested students.

2016

### Computer Science For Kids (CS4K) at UC-Davis – Volunteer

Oct. 2015 – Dec.

Teaching programming using Scratch to elementary school students in the Davis/Woodland area.

2015

## SKILLS & INTERESTS

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**Computer languages & skills:** C/C++, HTML/CSS, JavaScript, Python, C#, Unity, Git, and Unix.

**Language:** English – Proficient, Arabic – Native

**Interests:** Education, video games, robotics, basketball, piano and creative writing.

**Transferable:** Strategic planning, project management, concept visualization, critical analysis, and creative thinking.