

# Bayan Mashat

*In a mission to deliver meaningful experiences!*

Software Development & Production

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## SKILLS

**Technical:** Python, C++, C#, HTML/CSS, Javascript, React.js, SQL, Unity3D, Ink

**Data Science:** pandas, gensim, spacy, jupyter notebook, neo4j

**Misc.:** software documentation, game design & development, data analysis, project management

## ACTIVITIES

### UC Davis Game Development & Arts Club – Co-President

2017-2019

Organized weekly meetings, game jams, and workshops; connected professors with students to develop games for research and educational purposes

### Computer Science for Kids (CS4K) – Volunteer

2015

Taught coding and making games with Scratch MIT to elementary school kids in both Davis and Woodland

### Manara Research – Co-Founder

2013-2016

Co-founded a non-profit to prepare pre-college Arab students to participate in science fairs

## EDUCATION

### UNIVERSITY OF CALIFORNIA AT DAVIS

June 2019

Bachelor of Science in Computer Science

## INTERESTS

Games, data, AI, emotions, stories, education, mental health, creative writing, & ballroom dancing

## EXPERIENCE

### Gallium Artistic Services | Team Proxi

Berkeley, CA

Aug 2018 – Oct 2019

#### SOFTWARE & PRODUCT ENGINEERING INTERN

- Built sentiment classifiers in Python to identify emotional state of a player's text input
- Scraped, cleaned up, and analyzed interviews of Will Wright (Creator of SimCity) in Jupyter notebooks
- Wrote Python scripts in to connect with API's to split Will Wright texts into 6 categorized concepts (activities, places, things, persons, moods, and times) defined in the game model as "memories"
- Built a graph database in Neo4j to create, store, and recall Will Wright memories using Cypher
- Iteratively designed Proxi-to-Player conversation to create novel conversational gameplay
- Led team efforts to select 10 famous people in the game to be recognized in Asia, Europe, and the US to support international game release and coordinated with historians to create backstories

### Ranam Company

Boston, MA (remote work)

Jun 2017 – Feb 2018

#### GAME DEVELOPMENT INTERN

- Implemented the user interface of a mobile game application to teach how to play songs in middle eastern instruments, using C# in Unity3D
- Implemented data manager and analytics system and connected it to firebase
- Implemented the Arabic localization text
- Conducted continuous quality assurance testing for MIDI song files in the app

### University of California at Davis

Davis, CA

Mar 2017 – Mar 2019

#### PROJECT LEAD & GAME DESIGNER

- Led a team of 8 students of programmers, artists, writers, and a composer, shipping an online game in less than 10 months, offered in 9 UC campuses for 5 years, serving 300+ students
- Designed the concept of a 9-level educational top-down 2D role-playing video game in Unity3D to be used as supplementary assignments for the undergraduate course "Introduction to Research"
- Acted as a liaison between course designer (Prof. Angelique Louie) and the team to make sure design and production align with the course objectives

#### PROJECT MANAGER

Apr 2017 - Feb 2018

- Managed a team of 9 programmers and artists to develop a video game for the Food Science and Sensory Department to test the effects of video games on young children.
- Recruited team members and set up the budget
- Conducted weekly meetings for team members and professors for sharing updates and feedback
- Designed, conducted, and ran a usability test on kids 9-10 years old

## PROJECTS

### e{du}motion [Web App & Research Paper] 2017

Web app for tracking emotions, developed in HackDavis'17 and resulted in a published study about using mobile technology to understand emotion regulation in academic performance with Professor Naraine Yegiyani in D.I.C.E lab

### Shadow Pan [Game] 2016

An expressive video game created using Scratch, about solving mental health problems through interactive conversations with animation characters. Showcased in UC Davis Annual Undergraduate Research, Scholarship & Creative Activities Conference '17

### GOOPLAY [Game & Research Project] 1<sup>st</sup> place winner, Intel ISEF 2011

Designed & programmed an educational video game in Scratch for researching the effectiveness of using games for improving web-searching skills for children