

Bayan Mashat

Software Engineer

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SKILLS

Programming Languages: Python, C++, C#

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

Game Engines: Unity3D, Ink

Misc.: software documentation, game design & development, data cleaning, data analysis

ACTIVITIES

UC Davis Game Development & Art club – Co-president
2017-2019

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

Computer Science For Kids (CS4K) –Volunteer
2015

Taught coding and making games using Scratch MIT to elementary school kids in the Davis/Woodland area.

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, DAVIS

June 2019
B.S in Computer Science.

INTERESTS

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

EXPERIENCE

Gallium Artistic Services (Team Proxi)

Berkeley, CA

SOFTWARE ENGINEERING INTERN (Data Science)

Aug 2018 – Sep 2019

- Assisted senior data scientist in NLP and AI research for Proxi, Will Wright's AI simulation game about memories
- Built classifiers to identify emotion expressed in text strings to allow the game to understand the emotional state of a player
- Iteratively designed Proxi-to-player conversation through user testing to create novel conversational gameplay
- Led team efforts to select 10 famous people to include in the game who would be recognized in Asia, Europe, and the US to support international game release
- Coordinated with historians to create backstories for famous people to design accurate historical characters in game

Ranam Company

Boston, MA

SOFTWARE ENGINEERING INTERN (Game Development)

Jun 2017 – Feb 2018

- Structured and implemented the user interface of the game 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

PROJECT LEAD

Mar 2017 – Mar 2019

- Designed the concept of a video game for the undergraduate course "Introduction to Research", taught across 9 UC campuses for 5 years, serving 300+ students.
- Acted as a liaison between course designer (Prof. Angelique Louie) and the 7-student team of programmers, artists, writers, and composer, and guiding game development to align with the course objectives.

RESEARCH INTERN AT BETA LAB

Oct 2015 - Mar 2017

- Researched how young people learn and develop through making.
- Designed learning environments and tools to support the process, mentored students, collected data, and discussed papers with principal professors.

PROJECTS

Re:Search, A Campus Story [Game] 2017-2018

An educational top-down 2D role-playing video game to teach undergraduates students basic research concepts through a story of time travel to meet prominent researchers in 9 levels.

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.

Shadow Pan [Game] 2016

Designed & programmed an expressive video game where the player solves mini mental health problem through interactive conversations with animation characters.

GOOPLAY [Game & Research Project] 2010-2011

Designed & programmed an educational video game designed for researching the effectiveness of using games for improving web-searching skills for children. The project won the 1st place in Intel ISEF 2011 in the social & behavioral sciences category.