BAYAN MASHAT

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SKILLS

Technical Python, C++, C#, HTML/CSS, JavaScript, React.js, SQL, Neo4j
Game Engines Unity3D, Unreal Engine, Twine, Ink
Software Trello, JIRA, Asana, GitHub, Hacknplan
Misc. software documentation, game design & development,

ACTIVITES

UC Davis Game Dev & Art 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

Volunteer — 2015

Taught coding games with Scratch MIT to elementary school students in Davis & Woodland area.

Manara Research

Cofounder — 2013-2016

Established a non-profit to educate & prepare pre-college Arab students to participate in science fairs.

EDUCATION

University of California at Davis

June 2019

B.S in Computer Science

INTERESTS

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

PRODUCT MANAGER — GAME DEVELOPER — SOFTWARE CONSULTANT

EXPERIENCE

TECHNICAL CONSULTANT, LEYTON, SAN FRANCISCO, CA — 2020 - 2021

- Identified technical activities within software organizations related to research and development activities defined by IRS guidelines. Wrote 20+ detailed and comprehensive client studies in support of these findings.
- Interviewed and worked cross-functionally with high-profile clients to identify qualified R&D software activities. Delivered over $350k in identifiable credits.
- Delivered several internal presentations related to the software & gaming industry. On some occasions charged with leading a team in creating sales campaigns specific to those industries.

PROJECT LEAD, UNIVERSITY OF CALIFORNIA, DAVIS, CA — 2017 - 2019

- Led a team of 8 consisting of programmers, artists, writers, and a composer, shipped an online game in less than 10 months, that was offered in 9 UC campuses for 5 years and served 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“.

PRODUCT ENGINEERING INTERN, TEAM PROXI, BERKELEY, CA — 2018 - 2019

- Built sentiment classifiers in Python to identify emotional state of a player’s text input in Proxi, Will Wright’s next AI simulation game based on players' memories.
- Iteratively designed 10+ conversational gameplay mechanics based on players' text input to create novel interaction elements in the game.
- 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.

GAME DEVELOPER INTERN, RANAM COMPANY, BOSTON, MA — 2017 - 2018

- Implemented the user interface of a mobile game application teaching how to play songs in Middle Eastern instruments, using C# in Unity3D.
- Implemented Arabic localization text, data manager & analytics system using Firebase.
- Conducted continuous quality assurance testing for MIDI song files in the app.

RESEARCH, PROJECTS & ACCOMPLISHMENTS

E{du}motion WEB APP & RESEARCH PAPER — 2017

Designed a web app for tracking emotions during class, developed during HackDavis’17 and resulted in a published study about using mobile technology to understand emotion regulation in academic performance with Professor Naraine Yegiyan in D.I.C.E lab.

GOOPLAY 1ST PLACE WINNER IN INTEL INTERNATIONAL SCIENCE & ENGINEERING FAIR — 2011

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