Bayan Mashat

Software Engineer

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SKILLS

Programming Languages: Python, C++, C#, JavaScript, SQL
Technologies & libraries: pandas, genism, spacy, jupyter
Tools & Engines: GitHub, Unity3D, Ink
Misc.: Software documentation, game design & development, project management, 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 students to participate in science fairs.

EDUCATION

UNIVERISTY OF CALIFORNIA, DAVIS

June 2019

B.S in Computer Science.

EXPERIENCE

Team Proxi — Berkeley, CA

DATA SCIENCE INTERN — Aug 2018 – present

Assisted senior data scientist in NLP and AI research for Proxi, the creator of The Sims & Spore, Will Wright's next AI simulation game based on memories. Work involved creating emotions classifiers, building Proxi language models, and designing Proxi-to-player interactions through conversation.

Ranam Company — Boston, MA

SOFTWARE ENGINEERING INTERN — Jun 2017 – Feb 2018

Worked on Unity3D to develop a mobile game application to teach how to play songs with Oud. Work involved structuring and implementing the user interface, implementing data manager and analytics system and connecting it to firebase, and implementing the Arabic localization.

University of California at Davis — Davis, CA

GAME DESIGNER & PROJECT MANAGER — Mar 2017 – Mar 2019

Designed & managed a team of 7 students to develop a video game to teach undergraduates research concepts, used as a supplementary assignment for the course "Introduction to Research", taught across UC campuses.

PROJECT MANAGER — Jun 2017 – Dec 2017

Managed a team of 9 programmers and artists to develop a series of video games for the Food Science and Sensory & Communication Department to test the effects of video games on young children's desire to eat and accept vegetables.

RESEARCH ASSISTANT AT D.I.C.E LAB — Jun 2017 - Feb 2018

Worked on studying the use of mobile technology to understand emotion regulation in STEM related academic performance. Work involved: design of the experimental procedures, development of web app, and conducting the experiment in two classes consisting of +300 students.

RESEARCH INTERN AT BETA LAB — Oct 2015 - Mar 2017

Researched how young people learn and develop through making. Work involved designing learning environments and tools to support the process, reading papers, mentoring students, and collecting data.

PROJECTS

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

Designed an educational role-playing video game to make an undergraduate class more tangible and fun. Through a story of time travel to meet prominent researchers, in 9 levels, players learn the importance and benefits of research, and how to find research opportunities on campus.

Shadow Pan [Game] 2016

Designed & programmed an expressive video game where the player solves mini mental health problems (specifically depression) 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.