Hadis Malekie hadismalekie.github.io

Hadis Malekie is a filmmaker, animation artist and photographer who works on presenting math, and

computer science to the public. She believes "curiosity" and "creativity" are two characters that exists in

human being especially in children. These two can help human being to live a better life, to pay attention

to the world, get amazed, try to know the world and themselves and to recreate to express their founding.

Nourishing creativity and curiosity is of her missions.

After graduating in bachelor of Computer Engineering she pursued her studies in master of animation

directing. She is also a self-thought photographer. She started teaching computer programming and

computer classes at schools and after 10 years she pursued her passion of teaching by making online

educational videos for students. She is now a freelance photographer, animation filmmaker, video

producer and data visualizer. She has a passion for pattern design and texture. She is interested to study

and research in generative art, random art, creative coding, cryptography, bioArt, biomimetic, paper

engineering and data visualization.

Languages: Persian (Native), English (Advanced), French (A2). Arabic (A2)



http://hadismalekie.github.io

A more detailed CV:

Teaching

Skillshare, 2020, Morphing in Animation: Create a frame by frame GIF in Gimp

High School, Computer and Art Classes, 2004 -2017, 3Dmax- Algorithm design - music notatin software-DreamWeaver- Photoshop - SmallBasic - Scratch-Visual Basic - Pascal - Python-Game Maker- AI

Honors and Work Experience

- *Data Visualization, 2019, Kantar Longlist, Thyroid Lab Test
- *Data Visualization, 2018, Kantar Longlist, Fifa WorldCup 2018
- * Photo published in Chiiz Magazine, Vol 21, 2018, chiiz.com
- * Officially selected in several film an animation festivals such as: Carton, CMS ICFF, Short short story, Carton, Athens, Tehran Biennale, etc.
- * Group Photography Exhibition Tour in England, Patterns, by Thephotographicangle, 2017-2018
- * Group Photography Exhibition in Portugal, Montana, 2018
- * Exhibition: Searching Quality within City: Second Photography Competition; Photograph published in book: Searching Quality within City: Second Photography Competition, 2017
- * Won the Pitchwork Photography Contest of Photographic Angle

- *Awarded in 1st Pasargard Short Film Festival
- *Awarded for the best thesis in MA of Animation
- * Awarded as the writer of book "Persian Musical Instruments for Children", 3rd rank of Educational Books on music
- * Teacher and coach of Extraordinary classes in NODET schools, since 2004 / 3Ds Max , Dreamweaver, Cryptography, Premiere, Music Notation
- * Teacher of Programming Classes in NODET schools 2010-2015 / VB, Scrach, Small Basic
- * Referee of Students' Projects- 2007
- * Coach of Computer Programming Teams of School

Education Background:

- * Several MOOC courses in Animation, Generative Art, Photography
- * Awarded as the top student in Master of Animation in Art University 2014
- * M.A., Animation Direction, Tehran Art University, 2010-2013
- *B.Sc., Software Engineering, Shahid Beheshti University, 2002-2007
- * Successfully passed the entrance exam, invited to study M.Sc. Mechatronics, Science and Research Azad University, 2010
- * Received conditional admission on PhD studies in Canterbury University and Aberdeen University

Publications:

RESEARCH: ANIMATION, CINEMA, COMPUTER AND MUSIC

Journals

Papers:

- * Making Humanoid Robots More Acceptable Based on the Study of Robot Characters in Animation, International Journal of Robotics and Automation (IJRA), March 2015
- * Camera Movement in Relation to Animation Narration: A study for deriving the Patterns, C.A.K.E Conference (Creative Animation Knowledge Exchange), May 2014
- * Camera Movement in Relation to Animation Narration: A study for Deriving the Patterns, Journal of Preforming and Musical Arts, Tehran Art University, March 2016
- * A Newer World for Blind, 4th international Technology Conference 2008, Boston
- * Steganography's Applications, Article Base
- * Moiré in Computer, awarded in SBU First symposium of student research, May 2006 Books:
- * Lets be friend with Iranian Musical Instruments, Tehran: Sooreh Mehr Publications, May 2012
- * Animation and The Future World, Articles on new approaches of professional Environment, Ronagh Pub, DEFC, 2017 link
- ----> Read more in my Google Scholar Page

Software Development

ORGANIZATION, ACADEMIC

IT center, University

- *Simulation of Kazaa teamwork -OS: Linux (Redhat ,Fedora ,Suse) Language : C
- *Simulation of Selective Repeat and Go Back N Algorithms teamwork- Language: java (IntelliJ idea 5)

- *Simulation of Link State Routing teamwork -Language : java (IntelliJ idea 5)
- * E-learning System- teamwork- Language and IDE:, SQL server Rational Rose, VB.net, ASP.net
- * Credit Cards for Shoping, teamwork Language and IDE: SmartDraw, Visio, Oracle 9.2, Visual c#.net
- * DB for Ministery of Urban and Housing Language and IDE: SQL server 2000, Visual c#.NET
- * Detecting Spam E-mail teamwork Language and IDE : Prolog Strawberry Prolog

Projects

TRANSLATION, WEBDEVELPING, PHOTOGRAPHY

Internet

WebSite Design and Develope:

- * Aloobaloo, Animation and Media Studio, 2016
- * Guilagraph, Online Woocommerce Shop,2016
- * Bonnepomme Magazine, Wordpress, 2016
- * Cando Studio, 2015

Other:

- * Book Cover Photography for Mahboubeh Ebrahimi, We were in the scene, 2016, Nasira Publication
- * Photography of 12th International Project Management Conference (IIPCM) for RSRastak
- * Photography and Clipmaking of Management Workshop

- * Producing AudioBook for Elm-o-Farhang University
- * Implementing font of Refaghat, wish was used by newspaper for children "Docharkhe"
- * Music Lovers Club, Volunteer Work '2006-2010

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Coach and Project advising:

COACH AND TEACHER

NODET (National Organization For Developing Exceptional Talents)

In my classes students were always led to work on projects, more than 100 project were defined and advised such as:

- * Encrypting to Musical Notation/ VB
- * Encrypting to Clock Hours/ VB
- * 3D modelling of Traditinal Iranian House/3D MAX
- * Lost Piece Game/ Scratch
- * X-O Game/ VB
- * Serpinsky Triagnel/ Small Basic
- * Domion Animated/ 3D Max
- * Website about cinema/ DreamWeaver
- * Origami Game Guess/ Pascal

* Simulation of Future Face of Human/ Photoshop ${\mathfrak z} \dots$