

Negar Haghbin

SOFTWARE ENGINEER

Montréal, QC

✉ nbeanm@gmail.com | 🌐 negarhaghbin | in negarhaghbin

Education

Concordia University

MASTER OF COMPUTER SCIENCE, CGPA: 3.98/4.3

Montréal, Canada

September 2018 - January 2021

- **Thesis:** "Notification, gamification and cueing in mobile health applications"
- **Courses:** Algorithm design techniques, Big data analytics, Multimedia processing

University of Tehran

BACHELOR OF SOFTWARE ENGINEERING, CGPA: 15.75/20

Tehran, Iran

September 2013 - January 2018

- **Bachelor Project:** "Code Review Web Application"
- **Courses:** Human-Computer interaction

Skills

Languages Swift, Java, C/C++, HTML, CSS, JavaScript, Python, SQL

Tools Amazon AWS (S3, Elastic Beanstalk), Xcode, Unity 3d (Vuforia), Adobe Photoshop, Wordpress

Frameworks UIKit, RealmSwift, SpriteKit, HealthKit

Experience

Flipd Inc.

MOBILE DEVELOPMENT INTERN

Toronto, Canada

July 2021 - PERESNT

- Collaborated with mobile development team on developing and maintenance of Flipd iOS application.

Applied Perception Lab

RESEARCH ASSISTANT

Montréal, Canada

January 2021 - June 2021

- Developed an iOS mobile application for MS patients.

AI on a Social Mission 2020

DEVELOPER

Montreal, Canada

January 2020 - March 2020

- Helped in the development of a Unity VR application designed for showing the results of the Art Impact AI workshop series.

GradProSkills

AMBASSADOR

Montreal, Canada

August 2019 - December 2020

- Providing feedback to new or enhanced workshops before they are offered.
- Helping raise awareness of GradProSkills through outreach tables and campus events.
- Assisting with special event organization.

Jadeh Khaki

FRONT-END DEVELOPER

Tehran, Iran

January 2018 - August 2018

- Collaborated with a team of developers in the design of an online hospitality service for Iran.
- Gained experience with React and Django programming.
- Participated in several exhibitions as a startup company.

Fanap (E-Health)

SOFTWARE ENGINEER INTERN

Tehran, Iran

July 2016 - September 2016

- Collaborated with a team of engineers in the design of a health-related social network.
- Gathered and documented the requirements for building a health-related social network.
- Organizing and editing the previous documentations.

University of Tehran

TEACHING ASSISTANT

Tehran, Iran

2016 - 2017

- Assisted in teaching and grading exams for Introduction to computer science and programming course.
- Prepared and graded assignments for Artificial Intelligence and Software Testing courses.
- Managing TAs and course schedule for Software Testing course.

University of Tehran's ACM Chapter

Tehran, Iran

VOLUNTEER

- Designed the front page of F1 Journal 15th issue.
- Managing editor of F1 Journal 16th issue.
- Collaborated in several social events.

International Students Office, Concordia University

Montréal, Canada

VOLUNTEER

September 2019

- Helping new students to scan and upload their documents.
- Providing essential information about Concordia University and Montreal.

Projects

MSease

- An iOS mobile application for MS patients.
- The features include using AR for injection, reminder push notifications, and logging user's symptoms.
- Developed in Xcode with Swift using UIKit, RealityKit, AWS S3, and MongoDB+Realm.

Neblina Physio

- An iOS mobile application consisting of the Flappy Bird game and the Breakout game used for wrist physiotherapy.
- Used with Neblina motion sensor.
- Developed in Xcode with Swift using UIKit and SceneKit.

5Mins Fitness App

- An iOS mobile application consisting of 4 categories of fitness workouts.
- Developed in Xcode with Swift using UIKit and HealthKit.
- The features include sending different reminder push notifications (e.g. geolocation notifications), show daily motivational quotes, and gather user's step count data.

RehApp

- An augmented-reality mobile application consisting of 2 mini-games for ankle sprain rehabilitation.
- Developed in Unity 3D with Vuforia using C#.

Human Activity Recognition

- Collaborated with one classmate in Big Data Analytics course.
- Analysed 2 cross validation methods for different classifiers on a dataset for 17 subjects.
- Developed in Python with PySpark.

Focus Shift Simulator

- Collaborated with a Ph.D. student for a study on analyzing eye strain on digital displays.
- Developed in JavaScript and Java using Tomcat, Maven, and AWS Beanstalk.
- Gathered user's mouse click data and eye movement (using WebGazer) to measure digital eye strain.

Publications

On the impact of context-aware notifications on exercising

- Haghbin N., Kersten-Oertel, M. "On the Impact of Context-Aware Notifications on Exercising." In Proceedings of the 22nd ACM International Conference on Human-Computer Interaction With Mobile Devices and Services (MobileHCI '20), October 5–8, 2020, Oldenburg, Germany.

Multimodal Cueing in Physiotherapy: A Preliminary Study

- Haghbin N., Kersten-Oertel, M. "Multimodal Cueing in Physiotherapy: A Preliminary Study", In Proceedings of the 7th International Conference on Information and Communication Technologies for Ageing Well and e-Health (ICT4AWE 2021), April 24-26, 2021, Online streaming.

Personal Traits

- Highly dependable and responsible.
- Motivated and eager to learn new things.
- Ability to work as an individual as well as in a group.