



EXPERIENCE

Graduate Research Assistant

University of Texas at Austin

Texas Digital Library

2019 — Present

Designing a service model for storage and preservation of private and sensitive data in Distributed Digital Preservation networks in the US.

CEO and Co-founder

2014 - 2018

CPMC, Isfahan, Iran

Established and managed a design-build firm for construction projects. Designed more than 15 projects and built 6 residential and commercial projects in 5 years of practice. One of the residential projects were published on architectural media and two others are ready to be published

Project Engineer

2011-2014

Green Volume Group, Isfahan, Iran

Assisting project manager in gathering data from construction site, preparing periodic reports, participating in project meetings and documenting the workflows and other project documents

PERSONAL PROJECTS

Totell Project

JAN 2019 — Present

Working on a web and mobile application for helping people in travel to deal with language barriers at restaurants. Used MongoDB, Express.js, React.js, and Node.js (MERN stack) as development tools.

GitHub Link: <https://github.com/samandalib/totell>

VR Time Machine

SPE 2019- DEC 2019

Experimenting Virtual Reality for historical education and preservation purposes. Designed, Modeled and programmed a VR experience for showing physical and social status of an existing building in some decades ago as an example of the idea and conducted concept test with users. Used Unity Game Engine, C# programming language and Oculus Rift SDK for implementation.

Hololens App

SPE 2019- DEC 2019

Experimenting with Augmented Reality for training purposes. Designed, deployed and tested an AR app for training students to use a plotter machine Used Unity Game Engine, C# programming language, and MRTToolkit for implementation.

EDUCATION

University of Texas at Austin

M.Sc. Information Science

2019 — May 2021

Specialization in HCI and UX/UI Design

National University of Iran

M.Sc. Project Management

2011 - 2013

Specialization in Project Design Management

Art University of Isfahan, Iran

Bachelor of Architecture

2006 - 2010

SKILLS

UX/UI Design: Wire framing, UX writing, User Journey Mapping, Prototyping, Story boarding, Information Architecture, SaaS, Voice UI, Design Sprint frameworks, User flows.

Research: UX Research, Usability Testing, A/B Testing, Competitive Analysis, Contextual Inquiry, User Personas, Interviews.

Software: Sketch, Figma, Axure, Adobe XD, Framer, JavaScript, Python, SQL, MongoDB, HTML, CSS, React.js, Node.js, Photoshop, Illustrator, Autocad, Sketchup, Rhinoceros, Unity, MS Office, MSPROJECT.

HONORS AND AWARDS

Third Prize winner — 2015

Tehran, Iran

National Design Competition

"Designing the top lands of Resalat Tunnel"

Selected Graduation Design Project — 2013

Moscow, Russia

International Archiprix exhibition

First Prize Winner — 2011

Connecticut, USA

International Biomimicry Design Competition

First Prize Winner — 2010

Isfahan, Iran

National Rural House Architecture Design Competition