SEPEHR VAEZ AFSHAR **CURRICULUM VITAE**

Ph.D. Student in Informatics | XR, Games & Cultural Heritage | sepehrv2@illinois.edu | Google Scholar | ORCID | LinkedIn

EDUCATION

Ph.D. – Informatics | GPA: 3.9/4.0 2024-Present
- Department of Informatics, School of Information Sciences, University of Illinois Urbana-Champaign, USA
- Field of Specialization: Data Analytics and Information Visualization
- Advisor: Prof. Laura Shackelford

M.Sc. – Architecture - Major: Historic Preservation | GPA: 3.9/4.0 - Graduated with Honors 2022-2024
- Huckabee College of Architecture, Texas Tech University, Lubbock, USA (Fully Funded Position)
- Thesis supervised by Prof. Hadighi *'Developing a Framework for Commercially Successful Educational Historical Video Games: A Data-Driven Analysis based on Steam Platform Player Reviews*' [Read]

M.Sc. – Landscape Architecture | GPA: 3.9/4.0 - Graduated with Honors 2019-2022
- Department of Landscape Architecture, Istanbul Technical University, Istanbul, Türkiye
- Thesis supervised by Prof. Kim *'Virtual Landscape in Serious Games: A Framework for Enhancing the Player Interaction Focusing on The Learning Rate*' [Read]

B.Sc. – Architectural Engineering | GPA: 3.9/4.0 - Graduated with Honors 2015-2018
- Department of Engineering, Azad University (IAU), Urmia, Iran
- Final Project: *'ARTechi Startup, an innovative Augmented Reality platform in the architecture field*' **(Awarded)**

RESEARCH INTERESTS

Game Studies, Extended Reality (XR), Cultural Informatics, Museum Technologies, Data Analytics, Gameful Learning

PUBLICATIONS

Peer-reviewed Journal Articles

- Mansourihanis, O., Hemmati, M., **Afshar, S. V**., Eshaghi, S., Varinlioğlu, G. (2025). *Exploring the Role of Location-Based Games in Managing Tourist Destinations Under Climate Change Challenges: A Gap Analysis Review*, Case Studies in the Environment (CSE).

- **Vaez Afshar, S.**, Eshaghi, S. & Kim, I. (2022). *Pattern Analysis of Virtual Landscape within Educational Games*. Journal of Digital Landscape Architecture: HYBRID: Analog + Digital = The next normal, DLA 2022, Harvard Graduate School of Design in Boston, USA, 435-442. [Read] (Presented at DLA 2022 Conference, later published in the JoDLA Journal)

- Aytaç, G., Aluçlu, G., Dalay, L. & **Vaez Afshar, S.** (2022). *Around Water: A Research-Based Landscape Design Studio. Journal of Design Studio*, Landscape Research, 4 (spi 1), 35-50. [Read]

Book Chapters

- Varinlioğlu, G., Eshaghi, S., & **Vaez Afshar, S.** (2026). *Beyond Representation: Conversational AI and Narrative Immersion in Architecture*. In G. Güzelci & İ. As (Eds.), *The Routledge Companion to Artificial Intelligence in Architecture* (2nd ed.). Routledge. **(Accepted)**

Peer-reviewed Conference Papers

- **Vaez Afshar, S.**, & Shackelford, L. (2026). *Beneath the Stone: A Low-Resource Text-Based Design Framework for Ethical Digital Representation of Marginalized Heritage Sites*, XXX International Conference of the Ibero-American Society of Digital Graphics, SIGraDi 2026, Santiago, Chile. **(Accepted)**

- **Vaez Afshar, S.**, & Hadighi, M. (2026). *Situated Cartographies: Computational Methods for Surfacing Embedded Knowledge in Regional Architectural Heritage*, 14th International Conference of the Arab Society for Computation in Architecture, Art and Design, ASCAAD 2026. **(Accepted)**

- **Vaez Afshar, S.**, Eshaghi, S., Hadighi, M., Varinlioğlu, G. (2024). *From Past to Present: A study of AI-driven gamification in heritage education*, 42nd International Conference of Education and Research in Computer Aided Architectural Design in Europe: Data-Driven Intelligence, eCAADe 2024 (WOS), Nicosia, Cyprus, 2, 249-258. [Read]

- **Vaez Afshar, S.**, Eshaghi, S., Kim, I., Afshar, S. (2023). *Leveraging Landscape Architecture and Environmental Storytelling for Next-Generation Gaming Experiences: A Holistic Approach to Virtual World Design*, 11th International Conference of the Arab Society for Computer-Aided Architectural Design, ASCAAD 2023, Amman, Jordan. [Read]

- **Vaez Afshar, S.**, Eshaghi, S., & Hadighi, M. (2023). *Echoes of Union Depot: A virtual reality educational game for historic preservation and public awareness*, 9th eCAADe Regional International Symposium, RIS2023, Tallinn, Estonia. [Read]

- Eshaghi, S., **Vaez Afshar, S.**, & Hadighi, M. (2023). *A Framework Proposal for Developing Historical Video Games Based on Player Review Data Mining to Support Historic Preservation*, Architectural Research Centers Consortium International Conference: The Research-Design Interface, ARCC 2023, USA, Dallas, 297-305. [Read]

- **Vaez Afshar, S.**, Aytaç, G., Eshaghi, S., & Vaez Afshar, S. (2022). *Online Footprint - A Serious Game for Reducing Digital Carbon Emission*, XXVI International Conference of the Ibero-American Society of Digital Graphics, SIGraDi 2022, Lima, Peru. [Read]

- Varinlioğlu, G., **Vaez Afshar, S.**, Eshaghi, S., Balaban, Ö., & Nagakura, T. (2022). *GIS-Based Educational Game through Low-Cost Virtual Tour Experience-Khan Game*. 27th International Conference of the Association for Computer-Aided Architectural Design Research in Asia: Post Carbon, CAADRIA 2022, Tokyo, Japan, 1, 69-78. [Read]

- **Vaez Afshar, S.**, Aytaç, G., & Eshaghi, S. (2021). *SU: A Serious Game for Water Management - Based on Istanbul*. XXV International Conference of the Ibero-American Society of Digital Graphics, SIGraDi 2021, Universidade Federal de Juiz de Fora, Brazil, 523-532. [Read]

- **Vaez Afshar, S.**, Eshaghi, S., Varinlioğlu, G., & Balaban, Ö. (2021). *Evaluation of Learning Rate in Serious Game: Based on Anatolian Cultural Heritage*. 39th International Conference of Education and Research in Computer Aided Architectural Design in Europe: Towards a new, configurable architecture, eCAADe 2021, Novi Sad, Serbia (WOS), 2, 273-280. **(Awarded)** [Read]

- **Vaez Afshar, S.**, Eshaghi, S., & Örnek, M. A. (2021). *A Game-Based Tool for Freshmen Design Students During the Pandemic Distance Learning*. 4th International Symposium on Art and Design Education: Art and design during and after the Covid-19 Period, Ankara, Türkiye. [Read]

- Eshaghi, S., **Vaez Afshar, S.**, & Varinlioğlu, G. (2021). *The Sericum Via: A Serious Game for Preserving Tangible and Intangible Heritage of Iran*. 9th International Conference of the Arab Society for Computer-Aided Architectural Design, ASCAAD 2021, Cairo, Egypt, 306-316. **(Awarded)** [Read]

Peer-reviewed Poster/ Oral/ Exhibition/ Demo Presentations

- Shackelford, L., **Vaez Afshar, S.**, & Eshaghi, S. (2026). *Simulated Learning when Field Access is Limited*, Academics & Research Committee Session "Experiential vs Simulated Learning" with hands-on VR demonstration, Association for Preservation Technology International Annual Conference, Indianapolis, USA. (Upcoming)

- Cermak, D., Eshaghi, S., **Vaez Afshar, S.**, Wang, O., Sieczkowski, R., Starks, K., & Ghosh, R. (2026). *Building Communities of Practice in Game Development at University of Illinois*, Panel Discussion, MDEV 2026 Conference, Madison, USA. (Upcoming)

- **Vaez Afshar, S.**, & Shackelford, L. (2026). *From Carving to Digital Heritage: Capturing Material and Craft Knowledge with XR and Photogrammetry*, Association for Preservation Technology International Annual Conference, Indianapolis, USA. **(Awarded)** (Upcoming)

- **Vaez Afshar, S.**, Tiwari, A., & Wang, D. (2026). *IGSC: A Student-Led Hub for Immersive Computing at Illinois* (PI: James Planey), Poster Presentation, IMMERSE Symposium 2026, University of Illinois, USA [Read]

- Durmaz, O., **Vaez Afshar, S.**, & Eshaghi, S. (2026). *Intelligent Avatars in Language Learning*, SoCaLLT 2026 Conference: From Chalkboards to Chatbots — Rethinking Language Education in the Age of AI, Baylor University, Waco, Texas [Read]

- Cermak, D., Sieczkowski, R., Eshaghi, S., **Vaez Afshar, S**., Wang, O., & Hidalgo, R. (2025). A panel discussion of the stu/dio: Contributions, Focus Areas, and Challenges in University Student-Driven Game Production, Panel Talk in the MDEV 2025 Conference, Madison, WI

- **Vaez Afshar, S.**, & Shackelford, L. (2025). *Immersive Technology for Heritage: Exploring XR Adoption in U.S. Cultural Museums*, Association for Preservation Technology International Annual Conference, CS3.5 Revolution and Innovation, Rhode Island, USA. **(Awarded)**

- **Vaez Afshar, S.** (2025). *Mapping XR Integration in Cultural Museums of the East North Central U.S.*, The National Council for Preservation Education Annual Conference, NCPE2025, Milwaukee, USA **(Awarded)**

- Sieczkowski, R., **Vaez Afshar, S.**, Wang, O., Hidalgo, R., Jiang, T., Simons, N., Parikh, D., Tadepally, M. (2025). *A UIUC Game Studies & Design Student Team managing VR game development for education, research, & beyond*, IMMERSE Symposium, University of Illinois, USA

- Ghazvinian, A., Eshaghi, S., **Vaez Afshar, S.** (2024). *Play/Teach/Learn: New Realities and Playful Learning in Architectural Education*, Presented at the ACADIA Ideation Lab, ACADIA 2024 Conference, University of Calgary, Canada

- **Vaez Afshar, S.**, Eshaghi, S. (2024). *Transforming ArchViz: Enhancing User Engagement and Interaction in Architectural Visualization through Gamified AI Experiences*, The 3rd International Playful by Design conference, University of Illinois, USA (Game Demo Presentation)

- **Vaez Afshar, S.** (2024). *The Role of Video Games in Historic Preservation Education: Using Player Rating Analysis to Develop a Framework for Success*, The National Council for Preservation Education Annual Conference, New Orleans, USA **(Awarded)**

- **Vaez Afshar, S.**, Hadighi, M. (2023). *Interactive Heritage: The Trinity Mission Church Experience Through Gamified Virtual Tours*, The National Council for Preservation Education Annual Conference, NCPE2023, Washington, D.C., USA **(Awarded)**

- **Vaez Afshar, S.**, & Hadighi, M. (2023). *Revolutionizing Historic Preservation: Analyzing Henry Trost's Buildings Using Data Gathering, Mining, and Visualization Technologies*, Association for Preservation Technology International Annual Conference, Track 3 Cultural Heritage, CS3.5 The Culture of Technology, APTSeattle2023. **(Awarded)** [Read]

- Mostafavi, S., Mehan, A., Eshaghi, S., **Afshar, S. V.**, Stuckemeyer, J., Howell, C., & Etemadi, A. (2023). *Co-production of Liminal Spaces: Tectonics and Politics of Socio-Environmental Justice in Urban Thresholds*, In book: Venice 2023 Architecture Biennial: Time, Space, Existence, Publisher: European Cultural Center, Venice, Italy, 268-269. [Read]

- **Vaez Afshar, S.** (2023). *A Virtual Tour of Anatolian Caravanserais with Historical Puzzle*, TTU 22nd Annual Graduate Student Research Poster Competition, Texas Tech University, Lubbock, USA. [Read]

SELECTED ACADEMIC PROJECTS

Bitong WebAR: An Open, Free-at-Every-Step AR Pipeline for Museum Artifacts, **Role(s): Researcher & Developer** | 2026
- Web-based 3D/AR viewer for a Spurlock Museum artifact (Three.js/WebGL), opened by QR code with no app install; MVP complete [Live Demo]

Beneath the Stone, **Role(s): Designer & Developer** | 2026
- Low-resource, text-based heritage game for ethical representation of marginalized heritage sites; supervised by Prof. Shackelford [Play]

VRchaeology Field Season: Gamified Course Platform (GSD 282), **Role(s): Course Co-Creator & Developer** | 2026-2027
- Designed and developed the gamified course app (quests, points planner, semester map) under the supervision of Prof. Shackelford

SILK (Sustainable Information Lifecycle of Kervansaray), **Role(s): Game & VR Advisor** | 2023-2026
- PI: Prof. Varinlioglu, Department of Architecture, Massachusetts Institute of Technology (MIT) [Link | YouTube | Sketchfab]
- Funded by the U.S. Department of State in partnership with Assoc. Prof. Takehiko Nagakura, Design Computation Lab, MIT
- Funded partly by a grant from the U.S. Mission to Türkiye and MIT MISTI Global Seed Funds.
- Partners and Sponsors: Chevening Oxford Centre for Islamic Studies - Abdullah Gül Visiting Scholar Program and Turkish Ministry of Culture and Tourism - Directorate General of Cultural Assets and Museums, Göreme Archeological Site

FabriCity XR: Co-Production of Liminal Spaces, **Role(s): Extended Reality Research & Development/Graphics** | 2022-2023
- PI: Prof. Mostafavi, College of Architecture, Texas Tech University, USA [Book | Virtual Tour | Link]
- Exhibited at the **Venice Biennale Architecture** - ECC 2023 Exhibition, Italy, representing the Texas Tech University
- Designing and developing a Web-Based Gamified AR Experience for the FabriCity pavilion, Leading the project's poster design

GRANTS / AWARDS / SCHOLARSHIPS

Grant/Research Fund

- **U.S. Mission Türkiye Grants Program, Federal Award**, Sustainable Information Lifecycle of Kervansaray (SILK), Role: Game and VR Advisor, PI: Varinlioğlu., Partner: Nagakura, Massachusetts Institute of Technology | Oct 2022 - June 2024

- **The Scientific and Technological Research Council of Türkiye Grant,** Online Platform Design Tool for the Digital Game's Virtual Landscape Project, TÜBİTAK 1512 ESP-BIGG Program, Grant amount: $25,000 | 2021 - 2023

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Awards

- **Ethos of Care Fellowship (Inaugural Cohort)** | 2026
  Spurlock Museum & Humanities Research Institute, University of Illinois, USA
- **APT International Conference Student Scholar Award** | 2023 (Seattle), 2025 (Providence), 2026 (Indianapolis)
  The Association for Preservation Technology International (APTi), USA [Link]
- **NCPE Annual Conference Student Scholar Award** | 2023-2026 (awarded 4 consecutive years)
  The National Council for Preservation Education (NCPE), USA
- **Ivan Petrovic Prize** (Best Presentation by a Young Researcher), **Role(s): Author & Presenter** | 2021
  The eCAADe Conference (Education and Research in Computer-Aided Architectural Design in Europe), Novi Sad, Serbia [Link]
- **Best Presentation Award, Role(s): Author & Presenter** | 2021
  The ASCAAD Conference (Arab Society for Computer-Aided Architectural Design), Cairo, Egypt [Link]
- **1st Prize**, **Role(s): R&D & Team Head** | 2019
  ACCELERATION (Architect and Entrepreneur) Startup Weekend, Urmia, Iran
- **2nd Prize**, **Role(s): R&D & Team Head** | 2018
  Tabriz Startup Weekend (Architecture Programme/Powered by Google), Tabriz, Iran

Scholarships

- **Herbert G. Schaefer Scholarship**, University of Illinois, USA, Amount: $10,000 | 2026
- **Mary Jane Neer Scholarship**, University of Illinois, USA | 2025
- **Albert & Jackie Payne Memorial Scholarship in Historic Preservation**, Texas Tech University, USA | 2023
- **Huckabee College of Architecture office of ARDS Research Scholarship**, Texas Tech University, USA | 2022, 2023
- **Dr. Elizabeth Louden Scholarship in Historic Preservation**, Texas Tech University, USA | 2023
- **Elizabeth Sasser AIA Scholarship,** Texas Tech University, USA | 2023
- **Willard B. Robinson Memorial Scholarship,** Texas Tech University, USA | 2023
- **Huckabee College of Architecture Graduate Student Scholarship** | 2022
  Texas Tech University, Lubbock, USA, Amount: $15,000

ASSISTANTSHIPS / TEACHING EXPERIENCES

Teaching Assistantship

Department of Informatics, University of Illinois, USA

- The Video Game Development Process (GSD-405, Graduate Course), Prof. Cermak | Spring 2026
- VRchaeology (GSD 282), Gamified Course, Co-Course Creator, Prof. Shackelford | Spring 2027

College of Architecture, Texas Tech University, USA

- Advanced Architectural Technology 1 (ARCH 5354, Graduate Course) | Fall 22-23
- Community Design & Development Resources (ARCH 5384, Graduate Course) | Spring 22-23

Research Assistantship

Department of Informatics, University of Illinois, USA

- GSD stu/dio, Director: Dan Cermak | Fall 24-Fall 25

Department of Anthropology, University of Illinois, USA

- VRchaeology, PI: Prof. Laura Shackelford | Fall 2026

College of Architecture, Texas Tech University, USA

- National Architectural Accrediting Board Accreditation, Prof. Cricchio | Summer 23-24
- Celebrating Traditional Built Environments & their Inhabitants, Prof. Aranha | Fall & Spring 23-24
- Modernization of Space and Hybridization of Architectural Styles in Eastern Mediterranean, Prof. Hadighi | Summer

22-23
- Co-Production of Liminal Spaces, Developing FabriCity XR Project (ARCH 5604 – Studio III, Graduate Course) | Spring 22-23

Workshop Instructor
- Introduction to VR in Video Games: Transforming Interaction, Challenges, and Future Outlook, 3rd Playful by Design International Conference, University of Illinois | 2025
- bo[AR]d GAME: Tools and Methods for Architectural Heritage Augmentation (Photogrammetry, Materials and Rendering, and Character Design), DigitalFUTURES/Summer Workshops, 5 Days | 2022 [Link]
- Gamification and Story Telling in Architecture, Introductions to Twine Platform, and Developing Serious Games with Twine 2.00, Computing and Making (ARCH566-Graduate Course), Izmir University of Economics, Türkiye, 8 Hours | 2021 [Link]

PEER REVIEW CONTRIBUTION

Scientific Review Committee Member
- Games and Learning Alliance Conference (GALA '26), Program Committee Member | 2026
- ACM CHI Conference on Human Factors in Computing Systems (CHI 2027), Reviewer | 2026
- xArch Symposium 2026: From Inspiration to Solutions (Springer), Reviewer | 2026
- Digital Applications in Archaeology and Cultural Heritage Journal (DAACH) |2025-Present
- Behaviour & Information Technology, Computer Science Journal (Taylor & Francis) | 2025
- International Journal of Human–Computer Interaction (Taylor & Francis) | 2025-Present
- ACSA/EAAE Teachers Conference | 2024-Present
- Cogent Arts & Humanities Journal (Taylor & Francis) | 2024-Present
- CAAD Futures International Conference | 2024-Present
- International Journal of Serious Games (IJSG) | 2023-Present
- International Conference of the Association for Computer-Aided Architectural Design Research in Asia (CAADRIA) | 2023-Present
- International Conference of the Arab Society for Computation in Architecture, Art and Design (ASCAAD) | 2023
- International Conference of the Ibero-American Society of Digital Graphics (SIGraDI) | 2023-Present
- International Conference of Education and Research in Computer-Aided Architectural Design in Europe (eCAADe) | 2022-Present

Judge
- 22nd Annual Graduate Student Research Poster Competition, Texas Tech University, Lubbock, USA | 2024
- 16th Annual Texas Tech University Undergraduate Research Conference (TTU URC), Lubbock, USA | 2024
- Annual Arts & Humanities Conference, Texas Tech University, Lubbock, USA | 2022, 2023

SERVICE / PROFESSIONAL MEMBERSHIP

Ethos of Care Community of Practice, Inaugural Cohort Member, Spurlock Museum & Humanities Research Institute, University of Illinois, USA | 2026-2027

ADA Coordinator Student Advisory Committee, Student Member, University of Illinois, USA | 2026-2027

Metascience Novelty Indicators Challenge, Invited Expert Contributor, RAND Europe (in collaboration with SPRU, University of Sussex), UK | 2026

Phi Kappa Phi Honor Society, Honored Member, USA | 2026-Present

UIUC DRES Companionship & Connection Volunteer, Lindsey Communities & University of Illinois | 2026-Present

VRchaeology Lab, Researcher, Department of Anthropology, University of Illinois, USA | 2025-Present [Link]

University of Illinois Game Studies & Design Global Game Jam®, Organizer, University of Illinois, USA | 2026 [Link]

IMMERSE Graduate Student Council (IGSC), Founder & Council Lead, University of Illinois, USA | 2026-Present [Link]

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Center for Immersive Computing (IMMERSE), Seminar Series' Committee member, University of Illinois, USA | 2025-Present

Informatics Doctoral Student Association, Committee member, University of Illinois, USA | 2024-Present

National Council for Preservation Education (NCPE), Web Master & Social Media Co-Manager, USA | 2024-Present

Association for Preservation Technology (APT), The Academics and Research Committee member, Role: Leader of the Gamification in Education section, USA | 2024-Present

Texas Chapter of the Association for Preservation Technology International, Student Member, USA | 2023-Present

DigitalFUTURES. International, USA [Link]

- **2025 Turkish Language Award Committee** | 2025
- **Team Coordinator (Turkish Language)** | 2023-Present [Link]
- **Workshops Coordinator,** 2023 International Workshops | 2023-Present [Link], [Link], [Link]
- **Technology Coordinator,** AI Series: An Introduction to AI for Designers | 2023 [Link]

VirtualLandscape Lab, Graduate Student Member, Department of Architecture, Istanbul Technical University | 2021-2022

INVITED LECTURES

Growing XR Development at Illinois: Inside the stu/dio| Sep 2025
IMMERSE Seminar Series, Department of Computer Science, University of Illinois, USA [Link]

From Presence to Playability: The Role of Immersion and UX in VR Gaming | Apr 2025
IMMERSE Seminar Series, Department of Information Science, University of Illinois, USA [Link]

Digital Mapping and VR in Heritage Research: SILK Project| Mar 2025
Source Lab Mondays, Department of History, University of Illinois, USA

From Architecture to Educational Games | Mar 2025
HEAT Open House Event, University of Illinois, USA

AR, VR, and MR; Innovation for Building Design - Graduate Course ARCH 530- ULL | Apr 2024
Course Instructor: Prof. Ghiai, School of Architecture and Design, University of Louisiana- Lafayette, USA

Serious Games: Cultural Heritage Oriented Games | 2022
DigitalFUTURES.International/Talks, Turkish (Online) [Link]

Gamification for Design Research - Graduate Course: 4.550/4.570 Learning from Design Heritage: Investigation of Data-driven Methods | Apr 2022
Course Instructor: Prof. Nagakura, Computation Design Lab, Department of Architecture, Massachusetts Institute of Technology, USA

SU: An educational Game for Water Management of Istanbul | 2022
The World Environment Week, Istanbul Technical University, Türkiye

From Architecture to Digital Games | 2021
Metametrik/Wednesday Meetups, Türkiye (Online) | 2021 [Link]

WORK EXPERIENCES

Associate Producer & XR Lead | Aug 24-Aug 26
Game Studies and Design stu/dio, University of Illinois, USA

- Mo Sho: Sponsored interactive live-performance platform for real-time audience engagement; led scope, budget, and stakeholder coordination | Jun 2026–Aug 2026
- VR Rocketry: Internationally funded VR simulation for aerospace education; managed phased delivery, sponsor communication, and QA | Jun 2025–Aug 2026
- VRchaeology: NSF-funded educational VR simulation platform for archaeology education; drove UX evaluation, playtesting, and production alignment | Aug 2024–Aug 2026

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Research & Development Internship | Jun 2023-Aug 2023
JHP Architecture/Urban Design, Dallas, USA
- Developing a Gamified ArchViz project incorporating AI using Unreal Engine for clients [YouTube]
- Proving the concept of transitioning architectural projects from ARCHICAD to Twinmotion and Unreal Engine

Co-Founder & CTO | Nov 2021-Aug 2022
OyuNest Digital Game and Design Technologies Inc., İTÜ ARI Teknokent Science Park, Türkiye
- Developing a web-based platform providing digital game designers, developers, and artists a time and cost-efficient shared design language for virtual environment design (Methodology: Patented in South Korea)
- Startup company: Founded by the Scientific and Technological Research Council of Türkiye

Co-founder & R&D Team Leader | Jun 2017-Jul 2020
ARTechi Startup, West Azerbaijan Science & Technology Park, Iran
- An innovative Augmented Reality platform for architectural applications / Secured funding: Science and Technology Park of Urmia.

RELEVANT SKILLS / LANGUAGES

Game & XR Development: Unreal Engine, Unity, Twine, WebAR, 3Dvista, Three.js/WebGL, Photogrammetry (RealityScan, PhotoCatch)

Web & Data: Python (data mining, analysis & visualization), HTML/CSS/JavaScript, Leaflet, RapidMiner, Octoparse, Processing, QGIS/ArcGIS

AI-Assisted Development: Claude, GPT, Copilot, rapid prototyping, code generation, data pipeline automation, and AI-integrated UX (LLM-driven game & ArchViz experiences)

Architecture & Design: AutoCAD, TwinMotion, Photoshop, InDesign

Project & Team Management: Jira, Trello, Agile production workflows

Languages: English (Professional), Persian (Native), Azeri (Native), Turkish (Advanced, spoken)

REFERENCES

Prof. Laura Shackelford, Department of Anthropology, University of Illinois, USA

Prof. Michael Tomlan, Department of City and Regional Planning, Cornell University, USA

Assoc. Prof. Güzden Varinlioğlu, School of Architecture, University of Liverpool, UK