

# Afsane Baghestani

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## EDUCATION

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- **University of Manitoba** Winnipeg, MB  
*M.Sc. in Computer Science* *Jan 2021 – May 2023 (expected)*  
*Thesis Title: Older Adults' Collaborative Learning Dynamics When Exploring Feature-Rich Software*
- **Amirkabir University of Technology** Tehran, Iran  
*B.Sc. in Computer Engineering - Information Technology* *Sep 2014 – Aug 2018*  
*Thesis Title: Design and Implementation of Vulnerability Assessment and Monitoring System*
- **Amirkabir University of Technology** Tehran, Iran  
*B.Sc. in Industrial Engineering* *Sep 2016 – Aug 2020*  
*(Selected as an exceptionally talented student eligible to study two B.Sc. majors simultaneously)*

## WORK EXPERIENCE

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- **UofM Human-Computer Interaction Lab** Winnipeg, MB  
*Research Assistant* *Jan 2021 – May 2023 (expected)*  
**Summary:** Reviewing literature along with designing and conducting observational user studies, interviews, and surveys. Analyzing the collected data using quantitative/qualitative methods in the field of HCI.
  - Designed and conducted observational user studies with 11 pairs of participants over Gather.Town while they were working with feature-rich software over two sessions. Spanning 3 hours for each pair.
  - Developed and conducted semi-structured interviews with 22 participants remotely.
  - Adapted and conducted pre- and post-study surveys using Microsoft Forms.
  - Identified user-centered design ideas based on users' interactions with the feature-rich software to improve both the software and collaborative system to enhance novice older adult users' learning process.
  - Analysed questionnaire responses using statistical techniques such as statistical significance testing methods.
  - Analysed participants' conversations using open coding and thematic analysis methods.
  - Presented research progress with clarity and the ability to respond to questions in a timely manner.
- **University of Manitoba** Winnipeg, MB  
*Marker* *Sep 2021 – May 2023 (expected)*  
**Summary:** Marking students' exams and project assignments for human-computer interaction (3<sup>rd</sup> year course).
  - Evaluated more than 150 students' projects to assess their understanding of principles of usability design, sketching, storyboarding, and prototyping techniques, as well as the ability to implement their ideas using front-end languages such as HTML, CSS, and JavaScript.
  - Provided written feedback to improve for every 4 phases of students' projects.
- **UofM IST desk** Winnipeg, MB  
*Desk Assistant* *Sep 2021 – Dec 2021*  
**Summary:** Experienced working for the information services and technology desk at the UofM to support students, staff, and faculty members of UofM with their IT-related issues.
  - Interacted compassionately with clients in-person to resolve their It-related problems such as wired and wireless network issues and password reset in the busy time at the beginning of the semester.
  - Identified, resolved, and keep track of issues using the Cherwell software (service management).
- **Behpardakht Mellat Co.** Tehran, Iran  
*Java Programming Internship* *May 2017 – Aug 2017*  
**Summary:** Experienced working for world 16<sup>th</sup> largest electronic payment service provider.
  - Designed and implemented a hotel reservation platform to book rooms and enable tracking of each room's information using Java.
  - Reviewed, summarized, and reported documents regarding object-oriented programming to the internship manager.

## VOLUNTEER EXPERIENCE

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- **UMISA** Winnipeg, MB  
*Vice President of Student Services* *Aug 2021 – Aug 2022*  
**Summary:** Board member of the University of Manitoba Iranian Student Association which is a non-political, non-religious group with the aim of bringing students with an interest in Iranian heritage together.
  - Collaborated with other board members to organize, advertise, and execute cultural and social events.
  - Acted as a link and communicator between the association's committee and the students.
  - Co-founded literacy club for students to engage in activities such as reading poetry, watching movies, and having open-discussion sessions.
- **Gluu Society** Winnipeg, MB  
*Digital Coach* *Oct 2021 – May 2022*  
**Summary:** Making sure older adults acquire the right skills to work with Samsung tablets at a Canadian nonprofit organization that helps older adults gain digital skills
  - Taught older adults how to work with Samsung tablets over 10 weekly sessions remotely over the phone.
  - Demonstrated respect and care while supporting older adults with technology-related issues.

## ADDITIONAL TRAINING

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- **University of Manitoba** Winnipeg, MB  
*Part-time Academic English Course* *Sep 2021 – Dec 2021*  
*Getting trained regarding research writing techniques for graduate students. Authored two short papers.*
- **edX** Online Course  
*Human-Computer Interaction I: Fundamentals and Design Principles* *May 2020 – Aug 2020*  
*Introduction to HCI concepts such as UCD, usability goals, design principles, and gulf of execution/evaluation.*
- **University of Tehran** Tehran, Iran  
*Web Design and Programming Course* *May 2019 – Aug 2019*  
*Hands-on web design course/workshop using CSS, HTML, and JavaScript as well as fundamentals about UI/UX design and concepts of visual design.*

## PROJECTS

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- **RRC Sprint to Innovation:** Awarded 3<sup>rd</sup> place winner (among 17 teams) for designing an application to improve students' mental well-being in a 3-day challenging event on Apr 2022.
  - Invented and created an application prototype using the 5-stage design thinking technique to provide an opportunity for students to offer/gain peer support.
  - Take the leadership position of the group to support and motivate team members to achieve the group goal in an under-pressure situation.
- **Advanced Topics in Mobile HCI and Ubiquitous Computing:** Implementing and testing a mobile application to experiment with Fitts' law using Dart language.
- **Computer Science Education and EdTech:** Designed and created low-fidelity prototypes as alternate representations of the notional machine to improve students' understanding of basic programming concepts.
- **Vulnerability Assessment and Monitoring System:** Designed and developed a remote platform to gather and report data from network assets, including Linux servers to generate a list of the vulnerabilities and suggest solutions to combat them.
  - **Tech Stack:** Python, Java, SQL, R