

# Mohammad Chegini

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## RESEARCH, TEACHING AND WORK EXPERIENCE

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- 2017 - Current* | University project assistant at [CGV](#), TU Graz, Graz, Austria  
Working under the supervision of [Univ.-Prof. Tobias Schreck](#), research focused on "visual analytics"
- 2014 - 2017* | Research assistant and project manager at [HCI-Lab](#) and [Simorgh co.](#), Sharif University of Technology, Tehran, Iran  
Working under the supervision of [Dr.-Ing. Ali Asghar Nazari Shirehjini](#), research focused on "multi-touch interaction techniques", "pervasive games" and "smart environments"
- Summer 2015* | Intern Student at [SyMLab](#), HKUST, Hong Kong  
Working under the supervision of [Dr. Pan Hui](#), research focused on augmented reality
- 2013 - 2014* | Co-founder at [Hafsang](#), *Tehran, Iran*  
Hafsang was a game development group creating games for Persian markets. Some of the award winning titles: [Bakery Chronicles](#), [Nejat](#), [Toop 2 layer](#), [Paper Princess](#), [iPokhtam](#), [Hejle](#)
- 2012 - 2013* | Programmer at [ViraTech](#), *Tehran, Iran*  
Participated in a 3D simulation project using OpenSceneGraph, osgEarth, Qt and other open source libraries
- 2010 - 2017* | Teaching Assistant at Sharif University of Technology, *Tehran, Iran*  
E-Commerce (Spring 2015), Human Computer Interaction (Fall 2014), Advanced Programming (JAVA) (Spring 2014, Spring 2013, Fall 2012, Spring 2011, Fall 2010), Information Technology Strategic Management & Planning (Spring 2013), Systems Analysis and Design (Spring 2013), Information Technology (Fall 2011, Fall 2010), Fundamental of Programming (Fall 2011)

## EDUCATION

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- 2017 - Current* | PhD Student in Computer Science, **TU Graz/NTU joint program**, Graz/Singapore  
Thesis: "Interactive Visual Data Analysis Supported by Novel Interaction Modalities" | Supervisors: Prof. Tobias Schreck, Prof. Keith Andrews, Prof. Alexei Sourin
- 2014 - 2016* | Master in Information Technology, **University of Tehran**, Tehran  
Thesis: "Using Ubiquitous Games in Adaptive Learning Environments: Impact on Learning Outcome and Motivation" | Advisor: [Prof. Omid Fatemi](#)  
GPA: 18.13/20
- 2009 - 2014* | B.Sc. in Information Technology, **Sharif University of Technology**, Tehran  
Thesis: "Design and Implementation of a Video Game, Missions of a Flying Object" | Advisor: [Prof. Mansour Jamzad](#)  
GPA: 15.68/20

## LANGUAGES

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English (fluent), German (A2), Persian (native), Arabic (basic)

## COMPUTER SKILLS

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Libraries: Java3D, JavaFX, OpenSceneGraph, osgEarth  
Programming: Android, JAVA, C++, C#, QML, Matlab  
IDE and Game Engine: Eclipse, Visual Studio, Qt Creator, Unity 3D

## INTERESTS AND ACTIVITIES

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Volleyball, photography, football, writing