Sayna Jahandideh

URBAN DESIGNER

// CONTACTS

PHONE
+989026410264

EMAIL
saynajahandideh2729@gmail.com

INTERFACEX LAB

// RESEARCH INTEREST

- Virtual Reality
- User Interface Design
- Game Development
- Locomption in VR
- Human-Computer- Interaction
- Interactive Environments

// LANGUAGES

English

Turkish

Persian

// PROFILE

My name is Sayna Jahandideh, and I was born on May 19, 1998, in Iran, Urmia city. I pursued my undergraduate studies in Urban Development at Urmia University, with a particular emphasis on virtual landscapes and game development. My research interests encompass the fields of human-computer interaction, interactive environments , and cyber sickness.

// EDUCATION

2017 - 2022

SCHOOL OF URBAN PLANNING | URMIA UNIVERSITY

Bachelor of Urban Planning and Design

CGPA: 3.54/4.00

// PUBLICATIONS

2024-
ONGOING

THE ILLUSION OF DISTANCE

Effects of Object Transparency Levels on Egocentric Distance Perception In Virtual Reality

2024-
ONGOING

THE HUMAN TOUCH IN AI ARCHITECTURE

Striking a Balance Between Automation and Human Creativity

2024

ENHANCIONG USER EXPERIENCE IN VIRTUAL ENVIRONMENTS

A human- centered approach to eye-tracking locomotion

3rd International Conference on Scientific and Innovative Studies
ICSIS 2024
ISBN: 978-625-6314-33-7

// COMPUTER SKILLS

- **Computer Programming**

  Python (Basics) C#

- **Computer Programming**

  Unreal Engine Unity 3D

- **3D Modeling and Animation**

  Cinema 4D Autodesk AutoCAD

  Rhinoceros 3Ds Max

- **Video Editing**

  Adobe Premiere Pro Adobe After Effects

- **Graphic Design and Illustration**

  Adobe Photoshop Adobe Illustrator

// CERTIFICATES

- **Python Data Structures**

  University of Michigan

- **C# Programming for Unity Game Development Specialization**

  University of Colorado

// REFERENCE

Dr.Asghar Abedini

EMAIL: as.abedini@urmia.ac.ir

Dr.Fereydun Naghibi

EMAIL: f.naghibi@urmia.ac.ir

Dr.Adel Ahmadi

EMAIL: gh.ahmadi@urmia.ac.ir

// AWARDS

2021 **MASHHAD INTERNATIONAL URBAN ARTS COMPETION**

6th-Place,Mashhad-Iran

2020 **TABRIZ SMART CITY DESIGN COMPETITION**

4th-Place,Tabriz-Iran

// PROJECTS

ENHANCING VR INTERACTION WITH TRANSPARENT OBJECTS: A COLOR PERCEPTION EXPLORATION

This project aims to revolutionize virtual reality (VR) by developing a seamless interaction model for transparent objects and exploring the impact of colors on distance perception. By redefining VR interaction, reducing cyber sickness, and providing evidence-based design insights, we strive to create immersive, intuitive, and healthier virtual experiences.

ILLUMINATING VR WAYFINDING: COLOR, LUMINANCE, AND LIGHT IN EYE-TRACKING TELEPORTATIONS

This project investigates how color, luminance, and light affect VR wayfinding through eye-tracking teleportation. The study's comprehensive experiments aim to enhance interaction design, align VR with real-world architecture, and improve gaming, simulations, robotics, and educational VR environments, promising better user experiences in virtual realities.

ILLUMINATING VR WAYFINDING: COLOR, LUMINANCE, AND LIGHT IN EYE-TRACKING TELEPORTATIONS

This project proposes using semi-transparent vegetation (STV) in virtual landscape architecture education via VR. It enhances teaching by aiding students in understanding design principles and spatial relationships. Challenges, such as accurate distance perception in VR, persist, but the technology offers an innovative teaching approach in landscape architecture.