

CONTACTS



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INTERFACEX LAB Ê

// RESEARCH INTEREST

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

LANGUAGES //

English

Turkish

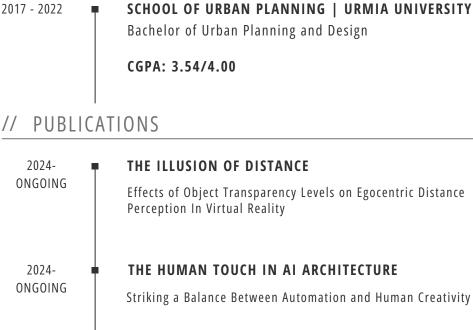
Persian

Sayna Jahandideh URBAN DESIGNER

// 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 //



2024

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

THE HUMAN TOUCH IN AI ARCHITECTURE

Striking a Balance Between Automation and Human Creativity

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

// AWARDS

2021

2020

PROJECTS

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Computer Programming Python (Basics) Cmputer Programming Unreal Engine Unity 3D 3D Modeling and Animation Cinema 4D Autodesk AutoCAD Rhinoceros 3Ds Max

Video Editing

Adobe Adobe Premiere Pro After Effects

Premiere Pro After Effe

Graphic Design and Illustration

Photoshop Illustrator
/ CERTIFICATES

Python Data Structures

University of Michigan

• C# Programming for Unity Game Development Specialization

University of Colorado

// REFERENCE

Dr.Asghar Abedini

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Dr.Fereydun Naghibi EMAIL: f.naghibi@urmia.ac.ir

Dr.Adel Ahmadi

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MASHHAD INTERNATIONAL URBAN ARTS COMPETION

6th-Place, Mashhad-Iran

TABRIZ SMART CITY DESIGN COMPETITION

4th-Place, Tabriz-Iran

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 realworld 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.