

Ned Shoaiei

Savannah, Georgia | nedshoaiei@gmail.com | nedshoaiei.com | linkedin.com/in/nedshoaiei

Teaching and research interests: games for change; brain-computer interfaces as game input for therapeutic clinical interventions; immersive (XR) design; and integrating AI into creative workflows and pipelines for designers and artists.

EDUCATION

Nov 2026 (expected) **MFA, Interactive Design and Game Development**, Savannah College of Art and Design. Thesis: *AlphaRise: A Neurofeedback Game for Self-Regulating Brain Activity in Multiple Sclerosis Fatigue*, practice-based research with a pilot study. Chair: Dr. Robyn-Ann Potanin.

Winter 2026
2016 **BEST 779: Teaching Art and Design**, graduate seminar in pedagogy, SCAD.

BA, English Language and Literature, University of Tehran.

TEACHING

Fall 2026 **Teaching Assistant**, ComfyUI class (integrating AI into creative workflows and pipelines), SCAD, with Animation and VFX students.

Winter 2026 **Fieldwork Instructor**, GAME 326: Applied Principles: Programming (C# and Unity, about 25 students), SCAD, with Prof. Kaushik Padmanabhan. Teaching demonstration scored 90 of 100.

Spring 2025 **Teaching Assistant**, GAME 110: Immersive Reality Design Perspectives (Meta Quest 3 and Unreal Engine, about 18 students), SCAD, with Prof. Matt Akers.

LEADERSHIP AND SERVICE

2025 to present **Founder and lead**, XR Women and Allies Student Chapter at SCAD. XR workshops and accessibility panels; brought 10 students to the AWE expo hall as exhibitors, 3 of whom received XR internships; secured sponsored attendance for 3 students at Meta in New York.

2025 to 2026 **Co-founder**, Hack iX, SCAD's hackathon. Keynote speaker, 2025, alongside speakers from Johnson & Johnson and Unity; mentor, 2026.

2026 Helped facilitate SCAD's AI Lab in its incubation.

RESEARCH AND PROFESSIONAL EXPERIENCE

2026 to present **Founder & CEO**, early-stage neurotechnology startup (pre-launch). Game-based brain training for neurological symptom relief, controlled by the player's own EEG signal.

2025 to 2026 **Research Assistant**, SCADask, Savannah College of Art and Design. Led the video games and robotics research projects, including interviews with game industry professionals.

2024 **Mixed Reality Game Researcher and Developer**, Fun Train Inc. XR game features in Unity and the Oculus SDK for therapeutic applications.

2023 **Immersive Technology Researcher and Developer**, Evenness. Research and documentation for AI-powered avatar creation pipelines.

AWARDS AND HONORS

2026 **Best Graduate Research Artifact**, Entelechy 2026, SCAD, for AlphaRise.

2026 Faculty nomination, Lumen Prize Student Award, Experiential Innovation.

2025 Second place, Hack iX 2025 "Future of Healthcare" Hackathon, SCAD.

2025 Team first place, leaderboard competition, Meta Horizon Worlds Creator Academy, New York.

2025 First place, "Future Proof" projection-mapping showcase, SCADstyle.

2024 AbleGamers DPAD Initiative selection; Certified Accessible Player Experience (APX) Practitioner.

2024 to 2026 Academic Honors Graduate Scholarship and Achievement Honor Scholarship, SCAD.

PRESENTATIONS AND EXHIBITIONS

Mar 2026 Research poster accepted to the AMXRA-sponsored session, **Cedars-Sinai Virtual Medicine Conference (vMed26)**, Los Angeles.

Jun 2026 Research poster, inaugural **AWE USA 2026 Research Poster Track** (one of 15 selected from 40 submissions), Long Beach; featured in AWE's research poster spotlight.

Feb 2026 Thesis talk, XR Women (online).

Jan 2026 *Dialectics of the Mind*, exhibitor and student curator, **Pulse Art and Technology Festival**, Telfair Museums, Savannah; also shown in XR Women's virtual exhibition *Vibrancy as Praxis*.

TECHNICAL ABILITIES

Unity, C#, Unreal Engine, Meta Quest and OpenXR, ComfyUI, EEG and BCI integration, mixed-methods research and survey design.

References available on request.