

Farjana Zebin Eishita

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Academic Qualification

2017	Ph.D. in Computer Science, University of Saskatchewan, Canada
2009	M.Sc. in Computer Science, American International University, Bangladesh
2007	B.Sc. in Computer Science & Engineering, American International University, Bangladesh

Publications

- F. Z. Eishita, K. G. Stanley. The Impact on Player Experience in Augmented Reality Outdoor Games of Different Noise Models, *Entertainment Computing* 27, 2018. 137-149
- F. Z. Eishita, K. G. Stanley. *The Impact of Sensor Noise on Player Experience in Magic Window Augmented Reality Aiming Games*. Entertainment Computing-ICEC 2015. Springer International Publishing, 2015. 502-507.
- F. Z. Eishita, K. G. Stanley. *Analyzing play experience sensitivity to input sensor noise in outdoor augmented reality smartphone games*. Proceedings of the 2015 British HCI Conference. ACM, 2015.
- F. Z. Eishita, K. G. Stanley; A. Esquivel, *Quantifying the differential impact of sensor noise in augmented reality gaming input*. in Games Entertainment Media Conference (GEM), 2015 IEEE , vol., no., pp.1-9, 14-16 Oct. 2015
- F. Z. Eishita, K. G. Stanley, *Iterative Design of an Augmented Reality Game Editor for School Children*, Grace Hopper Conference, Minneapolis, MN, October 2013
- F. Z. Eishita, K. G. Stanley, *PasswARG: An Editor for Augmented Reality Educational Exergames*, Google Scholars retreat, Mountain View, California, June 2012
- F. Z. Eishita, A. Rahman, S. A. Azad, and A. Rahman, *Occlusion handling in object detection*, Multidisciplinary Computational Intelligence Techniques: Applications in Business, Engineering, and Medicine, Book chapter of IGI Global, December 2011
- M. Zibran, F. Z. Eishita and C. Roy, Useful, but usable? Factors Affecting the Usability of APIs, In Proceedings of the 18th IEEE Working Conference on Reverse Engineering (WCRE), pp. 151 - 155, Ireland, 2011.
- Karuei, B. Stern, K. E. MacLean, F. Z. Eishita, D. Watson, K. G. Stanley, R. L. Mandryk, Ambient Haptic Input for a Ubiquitous Exergame, GRAND, Vancouver, May 2011
- F.Z. Eishita, K.G. Stanley, *THEEMPA: An Augmented Reality Game using LAYAR*, ACM publication from Future Play, Vancouver, May 2010.
- T. E. Mursalin, F. Z. Eishita, and A. R. Islam. *Fabric Defect Inspection System Using Neural Network and Microcontroller*, Journal of Theoretical and Applied Information Technology- JATIT, Vol. 4, No. 7, pp. 560 – 570, 2008, ISSN: 1992-8645.

Research Projects

- PasswARG: Location based Augmented Reality (AR) smart phone game played both in iPhone and Android. Also, a web-based tool is developed to modify the game on the fly
- PiNiZoRo: Location based game played in iPhone
- Gemini: Mixed reality game developed using NeverWinter Nights toolset with partial use of Android platform.

Programming and OS Skills

- Java, C, C++
- Assembly
- PL/SQL, Oracle 9i, MS Access, MySQL
- HTML, JavaScript
- Prolog,
- Visual Basic,
- C#,
- Android, MacOS, Linux, Windows.

Professional Experience

Aug'19-Till date: **Assistant Professor**, Department of Computer Science, University of New Orleans, USA

Sept'18: **Program Committee Member**, ACM SIGCSE 2019, Minneapolis, Minnesota, USA

Aug'15-Jul'19: **Instructor**, Department of Computer Science, University of New Orleans, USA

Courses taught:

(Responsibilities included: Course designing, preparing lecture, delivering lecture, grading assignments and tests, preparing result)

- CSCI 1000: **Introduction to Computers**
- CSCI 1205: **Introduction to Programming in C++**
- CSCI 2025: **Data Structures and Applications**
- CSCI 2125: **Data Structures**
- CSCI 3102: **Introduction to the Theory of Computation**
- CSCI 3080: **Ethics in the Computing Profession**
- CSCI 3090: **Undergraduate Seminar**

Jan'15-Apr'15: **Sessional Lecturer**, Department of Computer Science, University of Saskatchewan, Canada

- **Course taught:** CMPT 120.3: **Digital Document Processing**

Aug'13-Jan'14: **Quality Assurance Intern**, CollegeMobile Inc., Saskatoon, SK, Canada

Jan'10 – Jul'15 **Teaching Assistant**, Department of Computer Science, University of Saskatchewan, Canada

- Tutorial Leader (delivering lecture in courses: Computing II (for Engineers), Intro to Computing and Interactive Systems Design, Introduction to Computer Science for Business Students
- Marker (Marking and evaluating assignments, providing comments, suggestions in courses, Intelligent Systems, Advanced Topics in Programming Languages, Ethics and Computer Science, Mathematical Logic and Computing, Organizational Information Systems.

Sep'07 – Dec'08: **Lecturer, Department of Computer Science, American International University, Bangladesh**
Courses taught:

(Responsibilities included: Course designing, preparing lecture, delivering lecture, grading assignments and tests, preparing result)

- **Artificial Intelligence**
- **Compiler Design**
- **Theory of Computation (Automata)**
- **Programing Language (C)**
- **Introduction to Computing**

Jul '07- Aug'07: **Trainer**, Bangladesh Police Force, American International University Bangladesh

Apr'07–Jun'07: **Web Developer** (internship employee), L2N Software Ltd., Dhaka, Bangladesh.

Leading and Organizing Abilities

Apr '18 Best Advisor nominee, Leadership Recognition Award, University of New Orleans (UNO)

'15 - till date Advisor of ACM-W, Department of Computer Science, University of New Orleans (UNO)

'17- '18 Advisor of Bangladesh Students' Association at the University of New Orleans (BSAUNO)

'15 - till date Open house volunteer at the Department of Comp. Science booth, University of New Orleans (UNO)

Feb '07 Invited lecture at Honors program: Invited lecture at the Honors Seminar (A&S 2999), University of New Orleans (UNO)

'12 – '13 President, Computer Science Graduate Course Council (CSGCC), University of Saskatchewan (U of S)

'11 – '12 Vice President – Cultural, Bangladesh Student Association, University of Saskatchewan (U of S)

'11 – '12 Graduate Student Representative, Computer Science Graduate Course Council (CSGCC), University of Saskatchewan (U of S)

Oct'11 Student Volunteer, 10th International Conference on Entertainment Computing, Vancouver, Canada

'10 –'11: Ph.D. Student Representative, Computer Science Graduate Course Council (CSGCC), U of S

'01 –'02: College Prefect, Cantonment Public School & College – Mymensingh, Bangladesh

Major Awards

Feb'17 Honors Faculty Award, University of New Orleans (UNO), USA

Sep'13 Travel Grant Award, University of Saskatchewan, Canada

May'12 – Apr'14 Post Graduate Doctoral Scholarship, Natural Sciences and Engineering Research Council of Canada (NSERC PGS D2)

Apr'12 Google Anita Borg Memorial Scholarship - Finalist

Jan'10 – May'12: Dean's Scholarship Award, Ph.D. Program, University of Saskatchewan, Canada

Sep'07 – Dec'08: 60% tuition waiver fees for in the running program of Masters of Science in Computer Science (MSCS) in American International University Bangladesh.

May'03 – Aug'07: 50% waiver in tuition fees for in the B.Sc. program in American International University Bangladesh.

Jan'98 – Dec'99: Government Junior Scholarship
Jessore Secondary and Higher Secondary Education Board, Bangladesh

Extracurricular and Co-curricular Activities

Jun'12 Winner of Saskatoon Folkfest (<http://www.saskatoonfolkfest.ca/home>) Scholarship

Feb'12 Runners up, Women's Doubles, Badminton Tournament organized by Bangladeshi Students' Association at the University of Saskatchewan (BSAUS)

'99 – '02: "Best Speaker" several times in the district level debate competitions, Bangladesh.

'01: Champion, Women's Doubles Badminton Tournament in Cantonment Public School & College – Mymensingh, Bangladesh.

'01: 1st position in music competition in the category of 'Rabindra Sangit' (Tegore Song) in Cantonment Public School & College – Mymensingh, Bangladesh.