

S. Zahra Hosseini

Visual Artist | Researcher in Visual Perception

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 Mashhad, Tabriz

Education

M.A. in Computer Arts – Intelligent Simulation Design

Tabriz Islamic Art University | 2022 – 2025 | GPA: 18.78/20

Ranked 2nd among students in the Master's students.

B.A. in Painting

Islamic Azad University, Mashhad | 2019 – 2022 | GPA: 18.99/20

Ranked 1st among students in the Bachelor's students.

B.Sc. in Cellular and Molecular Biology

Semnan University | 2014 – 2019 | GPA: 16.19/20

Permanent Visiting Student at Ferdowsi University of Mashhad.

Research

M.A. Thesis: "Investigating the Effect of Color in 2D Animation on Visual Attention in Children Aged 8-12 Using Eye-Tracking"

Tabriz Islamic Art University | 2025 | Thesis Grade: 20/20

Supervisors: Dr. Mohsen Dadjoo (Tabriz Islamic Art University) & Dr. Mohammad-Ali Safoura (Tarbiat Modares University - Tehran)

Investigated how color hue influences visual attention in 2D animation among children aged 8-12 using eye-tracking (Tobii, 90 Hz). Two versions of an original animated short with different color approaches were compared. Results showed that the naturalistic color palette attracted significantly greater visual attention, highlighting the importance of evidence-based color design in animation.

Keywords: 2D Animation, Color in Animation, Visual Attention, Eye-Tracking, Children (Ages 8-12)

Research Interests

Animation Studies

Visual Perception & Attention

Eye-Tracking Research

Color Perception

Interactive Media

Islamic Geometry

Teaching Experience

Founder & Instructor – ZH Art School

Mashhad, Iran | 2025 – Present

Licensed by the Ministry of Culture and Islamic Guidance. Specializing in digital arts, design, illustration, origami, and animation.

Faculty Member (Instructor) - Ferdows Institute of Higher Education

Mashhad, Iran | Present | Department of Multimedia

Lecturer – Tabriz Islamic Art University

Tabriz, Iran | 2026 – Present | Courses: Computer-Aided Design

Lecturer – Islamic Azad University

Tabriz, Iran | 2023 – 2026 (5 semesters)

Courses: Animation, Digital Painting, Digital Illustration, Advanced Illustration, Specialized Computer Skills, Geometry of Islamic Patterns

Teaching Assistant – Tabriz Islamic Art University

Tabriz, Iran | 2023 – 2026 (6 semesters)

Courses: Basic Design, Advanced Character Design, Illustration II, Geometry of Islamic Patterns (undergraduate), Text Illustration (graduate)

Instructor – Asar Skills Training Center

Tabriz, Iran | Since 2017

Courses in Design, Painting, and Computer Arts

Art Instructor – Imam Reza (A.S.) Elementary School

Mashhad, Iran | 2016 – 2017

Focused on various painting techniques

Private Tutor

Mashhad, Iran | Since 2015

Skills

Animation & Illustration

2D Animation, Character Design, Storyboarding, Digital Illustration

Traditional Arts

Oil Painting, Watercolor, Acrylic Painting, Origami (Tessellation, Modular, Complex), Islamic Geometric Patterns, Anatomy

Software & Design

TVPaint Animation, Moho, Adobe Photoshop, Adobe Illustrator, Corel Painter, Rebelle, ZBrush, Grasshopper, UI Design, Web Design

Research & Programming

Python Programming, Generative Art, Eye-Tracking Research & Devices, Tableau

Projects

Interactive Learning Platform - ZH Academy

Founder & Product Designer | 2026 – Present

Designing and developing an interactive educational platform and mobile application focused on character design and animation. Responsible for concept development, educational content creation, UI/UX design, and front-end development.

"The Ones" - Animated Short Film

Writer, Character Designer & Director | 2025 - Present

An artistic 2D animated short film exploring themes of isolation and human connection. Full creative direction from concept to final output. Produced using TVPaint and Moho.

"Beside" - Animated Short Film Series

Director & Character Designer | 2026 – Present

An episodic animated series currently in development. I am collaborating with writer Nasim Kharashadizadeh as the director and designer, overseeing character design, visual identity, and overall direction.

Gaze-Controlled Game Prototype

Unity | 2024

Developed a proof-of-concept game prototype in Unity using an eye tracker as the primary input device. The project focused on implementing gaze-based interaction and evaluating the feasibility of eye-tracking for interactive digital experiences. (Course project)

Projects

Islamic Pattern Vector Design for Packaging - Torobcheh Graphic Platform

Vector Designer | 2019–2021

Created and developed a collection of vector-based Islamic patterns inspired by traditional Iranian motifs, designed as commercial graphic assets and published for sale on the Torobcheh graphic platform.

Personal Portfolio Website

Designer & Front-End Developer | 2026

Designed and developed a responsive personal portfolio website using HTML, CSS, and JavaScript to present research and professional work.

3D Modeling for 3D Printing - Hamen Gallery

3D Modeler | 2021

Created high-detail 3D models optimized for 3D printing. Hamen Gallery is recognized as Iran's leading studio in realistic sculpture production, specializing in fine art and collectible figurines.

GFRC Facade Panels – Paydar Beton Shargh Company

Geometric Pattern Designer | 2022

Designed decorative GFRC (Glass-Fiber Reinforced Concrete) panels for interior and exterior building facades, incorporating traditional Iranian geometric patterns and Islamic knotwork principles into modern architectural elements.

Certificates

Certified Art Instructor - Contemporary Art and Media (Ministry of Culture, 2025)

Certified Art Instructor - Illustration (Ministry of Culture, 2025)

Member of the Institute of Contemporary Visual Arts (2025)

Awards & Achievements

3rd Place - Serious Games Hackathon 2023

1st Place - Selected Design among 11 Global Proposals International Origami Internet Olympiad (IOIO), 2021

Leadership & Community Engagement

Founder & Coordinator - Qatreh Charity Group

Mashhad, Iran | 2017 - 2020

Founded and coordinated a volunteer charity group dedicated to beautifying underprivileged schools through mural painting and community art initiatives.

Public Art Projects - Mashhad Municipality & Fayazbakhsh Foundation

Artist & Volunteer | Mashhad, Iran | 2018 - 2021

Contributed to public art projects through the execution of large-scale murals and urban design installations.