Mo Soliman

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[Portfolio](#)/[Blog](#)

EXPERIENCE

Growth Software Engineer   March 2018 - May 2018
Le Tote, San Francisco, CA

- Working on the onboarding flows for mobile and web and conversion optimization. Tools used include Split A/B, Optimizely, and customer.io.
- Software stack: React/Redux, Webpack, Rails, Graphql, Postgres.

Research Engineer   January 2017 - March 2018
Multimodal Cluster of Excellence, Saarbrucken, Germany

- Research with the Human-Computer Interaction group in Saarland University.
- Research in the field of skin and embodied interaction with focus on finger-to-finger and hand interaction.

Product Design Intern   February 2016 - September 2016
Le Tote, San Francisco, CA

- Designing the full user experience of new features to be added to the application across platforms.
- Conducting user research and interviews for a user-centered approach for a new onboarding flow. Proposed changes improved user conversion by 10%.

Software Engineer   February 2013 - September 2014
Eventum IT Solutions, Alexandria, Egypt

- Member of the developing team of VAS (Value Added Services) performance tool for Etisalat Misr using Ruby on Rails.
- Developing monitoring tools enhancement for STC (Saudi Telecom Company) using Rails.
- Software stack: Rails, Postgres, ElasticSearch, D3.js

EDUCATION

ACM SIGCHI Summer School on Computational Interaction   June 2017
ETH Zurich

- Organized by ETH Zurich in Vitznau, Switzerland.
- Sponsors included Nokia and Disney Research Zurich.

Master Degree   September 2014 - February 2017
Paris-Sud University, France - Aalto University, Finland

- EIT Digital Computer Science Master's program with a minor in Innovation and Entrepreneurship, 3.93/5.
- [Thesis](#): Combining User-Centered Design and Persuasive Design for Enhancing Consumer Products.

Security and Privacy in Digital Life Summer School   July 2015
University of Trento, Italy

- The emphasis was on ways of applying the currently available security and privacy techniques in digital society.

Bachelor Degree   September 2007 - June 2012
Alexandria University, Egypt
- Bachelor's degree in Computer Systems and Engineering, Very Good with Honors, 84.44%.
- Thesis: Efhamni: American Sign Language recognition system using Microsoft Kinect Sensor.

AWARDS AND SCHOLARSHIPS

Master Degree Partial Scholarship, EIT Digital   2014 - 2015
Master degree scholarship (fee waiver: 16000 euros, installation package: 3000 euros).

Master Degree Scholarship, Paris-Sud University   2014
Monthly allowance scholarship Bourse de Master Tahtawi (610 euros per month).

Graduation Project Competition, Alexandria University   2012
Second best graduation project in computer engineering for project Efhamni.

Technology Innovation and Entrepreneurship Center Graduation Project Competition, IBTIECAR 2012   2012
Second place award for second best project on the national level.

Graduation Project Sponsorship, Microsoft ATL Cairo   2012
Sponsorship for the graduation project Efhamni, includes technical mentorship, access to the lab, and free equipment (2 Kinect sensors).

PUBLICATIONS

Towards Gaze-based Video Annotation   2016
Mohamed Soliman, Hamed R. Tavakoli, and Jorma Laaksonen.
IEEE International Conference on Image Processing Theory, Tools and Applications 2016

SKILLS

Programming: React/Redux, Ruby/Rails, Python/Django, SQL/NoSQL DB, Javascript, HTML/CSS, Computer Vision/Machine Learning.
Hardware: Leap Motion, Eye Tracking, Kinect Sensor, Raspberry PI, Depth Sensors.
UX: Concept Design, Rapid Prototyping, User Research, Interaction Design, UI Optimization, Persuasive Design, A/B testing, Micro-interaction.

EXTRA-CURRICULAR ACTIVITIES

Slush Conference Helsinki, *Organizer*		2015
United Nations Alliance of Civilizations Summer School Lisbon, *Attendee*		2011
YES (Youth Entrepreneurship and Sustainability) Egypt, *Head of Networking*		2010
Software Freedom Day Alexandria, *Organizer*		2010
Cairo Code Camp, *Attendee*		2010

REFERENCES   Available upon request.