

# Mo Soliman

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[Portfolio/Blog](#)

EXPERIENCE	<i>Growth Software Engineer</i>	March 2018 - May 2018
	Le Tote, San Francisco, CA	
	<ul style="list-style-type: none"><li>• Working on the onboarding flows for mobile and web and conversion optimization. Tools used include Split A/B, Optimizely, and customer.io.</li><li>• Responsible for Search Engine Optimization (SEO) for the web app.</li><li>• Software stack: React/Redux, Webpack, Rails, GraphQL, Postgres.</li></ul>	
	<i>Research Engineer</i>	January 2017 - March 2018
	Multimodal Cluster of Excellence, Saarbrücken, Germany	
	<ul style="list-style-type: none"><li>• Research with the Human-Computer Interaction group in Saarland University.</li><li>• Research in the field of skin and embodied interaction with focus on finger-to-finger and hand interaction.</li></ul>	
	<i>Engineering/Design Intern</i>	February 2016 - September 2016
	Le Tote, San Francisco, CA	
	<ul style="list-style-type: none"><li>• Designing the full user experience of new features to be added to the application across platforms, and implementing them.</li><li>• A/B testing UI changes on the web app and mobile app.</li><li>• Conducting user research and interviews for a user-centered approach for a new onboarding flow. Proposed changes improved user conversion by 10%.</li></ul>	
	<i>Software Engineer</i>	February 2013 - September 2014
	Eventum IT Solutions, Alexandria, Egypt	
	<ul style="list-style-type: none"><li>• Member of the developing team of VAS (Value Added Services) performance tool for Etisalat Misr using Ruby on Rails.</li><li>• Developing monitoring tools enhancement for STC (Saudi Telecom Company) using Rails.</li><li>• Software stack: Rails, Postgres, Elasticsearch, D3.js</li></ul>	
EDUCATION	<i>ACM SIGCHI Summer School on Computational Interaction</i>	June 2017
	ETH Zurich	
	<ul style="list-style-type: none"><li>• Organized by ETH Zurich in Vitznau, Switzerland.</li><li>• Sponsors included Nokia and Disney Research Zurich.</li></ul>	
	<i>Master Degree</i>	September 2014 - February 2017
	Paris-Sud University, France - Aalto University, Finland	
	<ul style="list-style-type: none"><li>• EIT Digital Computer Science Master's program with a minor in Innovation and Entrepreneurship, 3.93/5.</li><li>• <a href="#">Thesis</a>: Combining User-Centered Design and Persuasive Design for Enhancing Consumer Products.</li></ul>	

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.