Mo Soliman

1401 Mission Street San Francisco, CA 94103 +14156715482, mo@3osman.com 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

 $ACM\ SIGCHI\ Summer\ School\ on\ Computational\ Interaction$ ETH Zurich

June 2017

- 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 University of Trento, Italy

July 2015

• 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 Master Degree Partial Scholarship, EIT Digital

2014 - 2015

SCHOLARSHIPS 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.