

# Mohamed Soliman

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Blog: [3osman.com](http://3osman.com), Portfolio: [3osman.xyz](http://3osman.xyz)

EXPERIENCE	<i>Human-Computer Interaction Researcher</i>	January 2017 - Present
	Multimodal Cluster of Excellence, Saarbrücken, Germany	
	<ul style="list-style-type: none"><li>• Research in the field of skin and embodied interaction with focus on finger-to-finger and hand interaction.</li></ul>	
	<i>Product 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.</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 Developer</i>	January 2014 - September 2014
	Eventum IT Solutions, Alexandria, Egypt	
	<ul style="list-style-type: none"><li>• Team leader for an automated dashboard project for the Mobinil Packet Core Network using Spring MVC and elastic search.</li><li>• Member of the developing team of VAS (Value Added Services) performance tool for Etisalat Misr using Ruby.</li><li>• Developing monitoring tools enhancement for Saudi Telecom using Rails.</li></ul>	
	<i>Teaching/Research Assistant</i>	February 2013 - June 2014
	Faculty of Engineering, Alexandria University, Egypt	
	<ul style="list-style-type: none"><li>• TA for pattern recognition, net-centric systems and computer vision courses.</li><li>• RA in computer vision, obstacle detection and avoidance using videos.</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 Master's program in Human Computer Interaction and Design 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><li>• Minor thesis: Improving Conversion Rate by A/B Testing Experience Modifications.</li></ul>	
	<i>Security and Privacy in Digital Life Summer School</i>	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 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).

**SUPERVISED THESES** *Master Thesis, Steffen Spier* July 2017 - Present  
Human Pose Estimation Using Wearable Conductive Fabric.  
Saarland University, Germany

*Bachelor Thesis, Lena Hegemann* February 2017 - August 2017  
Title: Single-Handed Gesture Input Using Finger-to-Finger Touch and Hand Pose.  
Saarland University, Germany

**PUBLICATIONS** [Towards Gaze-based Video Annotation](#) 2016  
Mohamed Soliman, Hamed R. Tavakoli, and Jorma Laaksonen.  
IEEE Conference on Image Processing Theory, Tools and Applications 2016

**SKILLS** *Programming:* Angular, 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