

Personal Contact Information

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Education

- 4 - 8 June 2013** **Course in Editing and Mixing Techniques for TV**
ONA Academy (Professional Media Training), Cairo, Egypt
Actively Certified from Faculty of Mass-Communication (Cairo University), ONTV Channels, and O News Agency.
- 2011-2012** **Masters in Advanced Architecture**
Grade "Very Good"
IAAC (Institute for Advanced Architecture of Catalonia, Barcelona, Spain)
Graduation Project: Water Harvesting Project
- 2003-2008** **Bachelor of Architectural Engineering**
Grade "Excellent" | Rank "8th"
AAST (Arab Academy for Science and Technology, Cairo, Egypt)
Accredited by the RIBA part 1 (Royal Institute of British Architects)
Graduation Project: Egyptian Parliament
- 2000-2003** **IGCSE (Cambridge University)**
Integrated Thebes Language School, Cairo, Egypt

Professional Experience

- 20 April 2016 - Present** **Participating in "Pamphlet Architecture" competition**
- 1 Feb. 2016 - Present** **Freelancing Architect**
- 14 Feb. 2016 - Present** **Part-time Instructor in AAST**
Design Studio 5 - Spatial Experience | Creativity & Innovation - Multi-talented Studio
- 1 Sept. 2014 - 15 Jan. 2016** **Digital Technology and Design Team Leader at Sharabassy Built Environment**
Setting and leading Digital Technology and Design team; Material experimentation (Bioplastic), Architecture, Product (using folding techniques), Interactive design. Carrying training programs in Advanced theories, research, design, digital tools, coding, digital fabrication. Instructor, preparing and marketing for workshops.
- Feb. 2014 - June 2015** **Part-time Instructor in AAST**
Design Studio 5 - Digital Architecture and Spatial Experience course
Prepare course outline and material, supervise and grade projects.
- Sept 2013- June 2014** **Part-time Teaching Assistant in the American University in Cairo**
Design Studio 6 - Contextual Architecture course - Supervise and Grade projects.
- Aug 2012- Jan. 2014** **Senior Architect at EHAF Consulting Engineers, Giza, Egypt**
- Sept. 2013 - Jan. 2014** **Senior Architect**
Promoted in September 2013
Structuring and Leading the Architecture design team. Handling projects from conceptual phase till Design development phase - Projects in MEA Region
Design, modeling, rendering and presentation, meetings, Supervision and coordination.
- Aug 2012 - Sept. 2013** **Architect**
Worked in the Architecture design team on projects on interior, Architecture, and urban design projects. from Conceptual to design development phase and working drawings. - Projects in MEA Region.
Design, modeling, rendering and presentation.

Projects include: Bank of Zanzibar (Tanzania); Arab Sudanese bank (Khartoum), Rubavu Stadium (Rwanda), Nile hotel (Taba), Malkeya hotel(Riyad), Resort (Ein El-Sokhna), Grand Egyptian Museum hotel (Giza); Villa's in Khartoum , Baron residential compound (Cairo); Egyptian Embassy in Sudan; Egyptian Ministry of Foreign Affairs; Egyptian Military Sports Club, and Egyptian Ministry of Internal Affairs; Hospital in Oman, Metro Workshop, Oil Libya Gas station (Cairo), Egyptian Military complex gate.

Feb. 2013- June 2013**Part-time Instructor in AAST**

Design Studio 5 - Digital Architecture and Spatial Experience course
Prepare course outline and material, supervise and grade projects.

Jan 2009- June 2011**Architect at Alchemy Design Office, Al Maadi, Cairo, Egypt**

Worked on interior, Architecture, and urban design projects. from Conceptual to design development phase and working drawings.

Design, modeling, rendering and presentation, Execution drawings, verbal and written communication with clients, meetings, and coordination.

Projects include: Pyramids Heights phase C residential compound (Cairo) ; Pyramids Heights phase D residential compound (Cairo); G-Cirbs residential compound (Hurghada); Hatem El Nazer Villa (Al-Gouna), Talah complex (Saudi Arabia), Mobica Building, Industrial City Planning; Ihsan Abd El Qoddos museum; Mercedes showroom; Office building, Villa Nermin Moukhtar (New Cairo).

Sept. 2008 - June 2011**Part-time Teaching Assistant in AAST**

Creativity & Innovation - elective Course | Design Studio 1 - Introductory course
Helped in courses preparation, supervise and grade projects.

15th OCT 2008– 31st DEC 2008**Architect at Estetica Office, Al Mohandessein, Giza, Egypt**

Worked on interior and Architecture design projects in the Conceptual phase.

Design, modeling, rendering and presentation, meetings, verbal and written communication with clients.

1st Aug.– 15th Aug. 2007**Trainee in Estetica Office, Al Mohandessein, Giza, Egypt**

Building area measurement.

Software Skills

Proficient	3dmax+vray (modeling and rendering), Autocad, Indesign, Photoshop.
Very good	Grasshopper, Rhinoceros, HTML, CSS, Microsoft office.
Good	Arduino, Illustrator, Adobe Premier, Animation in 3dmax.
Fair	Processing.
Novice	Python on Rhino, JavaScript, Dreamweaver.

Language Skills

Mother tongue	Arabic
Competent	English
Fair	French
Novice	Deutsch, Spanish

Awards and Publications

First place Rwanda stadium competition 2013-2014	Leading a team of seven Architects as a senior Architect in EHAF.
Published Evolo book USA 2011	Evolo skyscraper competition project individual work.
Published Albeit Magazine DEC 2010 issue	My brief biography, and an article about Evolo skyscraper competition project.
Published Magaz Magazine OCT NOV 2010 issue	My brief biography, an article about Evolo skyscraper Competition project, and another article about the street installation in +20 Egypt design week.
Honor award 5th national Architectural students competition 2008, Cairo University	Redesigning the historical Al-Asbakeya book selling area Team of three.

Competitions

Saie Selection contest 2010	Bologna, Italy
Skyscraper Competition 2010	Evo magazine, United States
5th national Architectural students competition 2008	Cairo University, Cairo, Egypt

Activities

Mini-Maker Faire Cairo 7 March 2015	Participated as a designer from Sharabassy office. (Team of two) Biomimicry of responsive Creatures; Pyrosomes, and Atolla Jelly fish. Material experimentation using bioplastic, and interactive simulation using Arduino.
Workshops in IAAC “People’s Biosensors for the City workshop”	Series of seminars Feb 2012 Duration: four days Tutors: Uthman Haque and Natalie Jeremijenko"
“Matter, Materiality, and Material organisation in Architecture workshop”	Feb/March 2012 Duration: eight days Tutors: Claudia Pasquero, and Andrea Bugli
“Robotic Sand forming workshop”	May 2012 Duration: four days Tutors: Michael Knauss and Mirjan Ammar (ETH Zurich) <i>Further details for the workshops attached in the Appendix</i>
Egypt +20 design week June 2010 “Street Installation” “lighting fixture”	Participated as a young designer. Initiated by us; a group of young designers and collaborated with Dr. Amr Abd El Qawi and Ayman Azabawi. Prepared by Dr. Amr Abd El-Qawi and Ayman Azabawi
1st International Egypt Design + Industry Workshop 30th Nov.2008 – Feb 2009	Participated as a young Egyptian Designer. Exhibited in Isaloni Milan April 2009 + Furnex Cairo, June 2009 The idea was to bring together 8 international Designers + 20 Egyptian Designers + 20 Egyptian Manufacturers in search for the Egyptian Identity in design.
Efficient Design workshop 2009	Prepared by Ahmed Zaazaa The challenge was to create smart solutions, for slums problems.
“Out of the box thinking” 1st project	Series of Workshops Prepared by Dr.Amr AbdulQawi “Cardboard built furniture and structure” Exhibited in the International Environmental Exhibition 2007 at Al-Azhar Park, Cairo-Egypt.
2nd Project	“Cardboard built furniture” Exhibited in “iEarn” Exhibition 2007 and in “Youm El E’lm” Conferences hall, Cairo-Egypt.
3rd Project	“Agha Khan 2 days Program” training 9-10 year old children from Al-Darb Al Ahmar to make useful products out of broken and unused objects.

Workshops in IAAC

People's Biosensors for the City workshop

Feb 2012

Duration: four days

Tutors: Uthman Haque and
Natalie Jeremijenko

"The aim of this workshop was to deploy an urban sensor network in Barcelona in four days using "Pachube" which is now "Xively" (www.xively.com) , a realtime data infrastructure and global community for the internet of things. In this workshop, a group obtained manual environmental data, then fed the data to Pachube, and another group uploaded to Pachube realtime environmental data using Arduino. So the real question was not just about making data public, but about how, why and where the public make data. How do all of us, as citizens, contribute to the data collection process? How do we learn from, understand and decide how to act upon our environments through the data we create or craft?"

Matter, Materiality, and Material organisation in Architecture workshop

Feb/March 2012

Duration: eight days

Tutors: Claudia Pasquero and
Andrea Bugli
(Ecologic Studio)

"The workshop operated as a machinic protocol for the synthesis of the PALACE whose "rooms" coagulate from raw materials, organizational principles, individual experience as well as group coordination, all in real-time. The construction process runs as a cultivation experiment, rigorously in 1:1, from digital diagrams to prototyping and installation. Loop after loop the protocol unfolded non-stop in a marathon lasting 3 days and involving 5 groups of 6-7 students each, working in shifts for a total of 891 man*hours of cultivation. Relentless manufacturing, layering, testing, playing, discussing [with readings of Cedric Price's original Fun Palace], resting and back again another loop, another group breeding new material articulation and programmatic differentiation. No undoing was possible, only more overlaying, incorporation, negotiation with what is already there."

Robotic Sand forming workshop

May 2012

Duration: four days

Tutors: Michael Knauss and
Mirjan Ammar
(ETH Zurich)

"The purpose of this workshop was to research the use of granular materials such as sand as a reusable molding material to fabricate unique building elements in concrete with a minimum of waste resulting from the formwork. The application and modeling of the sand is controlled through an industrial "Kuka" robot to guarantee sufficient precision and repeatability of the process. The 4 day workshop covered basic scripting strategies in Rhino.Python and extensive tooling and prototyping using the robotic fabrication facilities at IAAC."