

Nasr Salim Kasrin (MSc., Eng., BSc.)

PERSONAL	Address	Bamberg, Germany	E-mail	nasr.kasrin@gmail.com
	Birthdate	Jan. 1986	LinkedIn	linkedin.com/in/nkasrin
	Nationality	Syrian	DBLP	dblp.org/pid/30/8393.html
EDUCATION	<i>PhD</i> , Computer Science Subject Group, Jan. 2016 – 2022 (<i>expected</i>) Faculty of Information Systems and Applied Computer Sciences , University of Bamberg , Bamberg, Germany			
	<i>MSc</i> , Computer Science & Engineering Department, Jan. 2009 – Sep. 2010 Faculty of Media Engineering & Technology , German University in Cairo (GUC) , Egypt			
	<i>BSc</i> , Computer Science & Engineering Department, Sep. 2003 – Jul. 2008 Faculty of Media Engineering & Technology , German University in Cairo (GUC) , Egypt			
ACADEMIC EXPERIENCE	Research Associate (Third-party funded projects) Oct. 2015 – Jan. 2021 Chair of Computer Science, Mobile Software Systems / Mobility at Otto-Friedrich-University, Bamberg, Germany. <ul style="list-style-type: none">Follow up on the SIMUTOOL EU Project, with team size from 2 to 5 members including research assistants, students assistants, and masters theses.Research and development tasks including analyzing requirements and developing solutions for the domain.Product owner of a knowledge management platform developed for the manufacturing industry.Managed a total of 5 software developers at different points to develop interrelated components.Represented the group at research meetings with industry partners and meeting with EC officials.			
	Acting Dean Oct. 2014 – Sep. 2015 Faculty of Multimedia and Creative Technologies & Faculty of Business IT (BIT) The International University of Technology Twintech , Sana'a, Yemen. <ul style="list-style-type: none">Course (curriculum) leader for the Multimedia faculty. Responsibilities include monitoring the quality of the implementation of the faculty's courses.Board member of the curriculum development team for the faculties of Multimedia and Business IT.Courses taught: Object Oriented Programming, Information Design and Visualization, Object Oriented Analysis and Design of Software, Art & Design History, Art & Design History, Design Thinking & Innovation.			
	Lecturer Nov. 2013 – Sep. 2014 Faculty of Business Information Technology, The International University of Technology Twintech , Sana'a, Yemen. <ul style="list-style-type: none">Delivered lectures and tutorials; developed teaching material; prepared and evaluated exams, assignments, quizzes, and projects. Supervised graduation projects.			

	<ul style="list-style-type: none"> • Courses taught: Human-Computer Interaction, Object-Oriented Analysis & Design, Object-Oriented Programming, and Research & Development. 	
	Teaching Assistant	Oct. 2008 – Aug. 2012
	Department of Computer Science and Engineering, GUC, Cairo, Egypt.	
	<ul style="list-style-type: none"> • Prepared and taught tutorial sessions for: Introduction to Artificial Intelligence, Introduction to Computer Science, Introduction to Computer Programming. • Prepared and taught 10+ hours per week of tutorial sessions. • Evaluated and collaborated on preparing assignments, quizzes, and projects. • Served as academic advisor for more than 100 students to help guide them in planning and carrying out their study program up to graduation. 	
	Junior Teaching Assistant	Feb. 2005 – Jun. 2005
	Department of Computer Science and Engineering, GUC, Cairo, Egypt.	
	<ul style="list-style-type: none"> • Assisted teaching assistants in carrying out labs of 25 students. 	
INDUSTRY EXPERIENCE	Team Leader, Software Architect	Sep. 2012 – Dec. 2013
	Taya IT , Cairo, Egypt	
	<ul style="list-style-type: none"> • Planned and supervised the iterative development of Greetings Studio (GS), a social networking app for creating and sharing e-cards and visual sentiments. • Redesigned the architecture of GS for scalability and de-coupling of components. • Contributed in setting and developing the business strategy of GS. • Collaborated with the user-experience team on product design and development. 	
	Research & Development Engineer	Apr. 2011 – Aug. 2012
	Taya IT , Cairo, Egypt	
	<ul style="list-style-type: none"> • Led a team to develop computer players for the iOS backgammon game Tawla. • Designed and developed algorithms for several software products. • Investigated and collaborated on UX/UI and product design and development. • Investigated game design and collaborated in the production of the 3D physics-based puzzle game Save The Bomb. 	
	Information Retrieval & Extraction Developer	Jul. 2005 – Nov. 2005
	Alzoa.com . An Arabic news portal (Currently offline; archived version)	
	<ul style="list-style-type: none"> • Assisted in the development of an Arabic search engine using Lucene in Java. • Built web-crawlers (using Perl) to collect and archive articles from news web-sites. 	
LANGUAGE	Programming Languages	
	High Proficiency: Python.	
	Past Proficiency: Java, prolog, lisp, perl, microcontroller programming, C++.	
	Spoken Languages	
	Arabic: Native	
	English: Fluent (Full proficiency in reading, writing, and speaking)	
	German: Basic (A1)	

PUBLICATIONS

- [1] **Nasr Kasrin**, et al.: Data-Sharing Markets for Integrating IoT Data Processing Functionalities, *CCF Trans. Pervasive Comp. Interact.* 3, 76–93 (2021).
- [2] **Nasr Kasrin**, et al.: Semantic Data Management for Experimental Manufacturing Technologies, *Datenbank-Spektrum* 18(1): 27-37, 2018.
- [3] Haythem O. Ismail and **Nasr Kasrin**: [Focused Belief Revision as a Model of Fallible Relevance-Sensitive Perception](#) , *33rd German AI Conference KI*, 2010.
- [4] Haythem O. Ismail and **Nasr Kasrin** : [High-Level Perception as Grounded Focused Belief Revision](#), *European Conference on Artificial Intelligence ECAI*, 2010.
- [5] Ahmed Y. Tawfik and **Nasr Kasrin** : Integrating Causal Knowledge in Case-based Retrieval: Causal Decomposition of Cases , *In Proceedings of the Thirteenth UK Workshop on Case Based Reasoning UKCBR*, 2008.

REFERENCES

Professional as well as academic references are furnished upon request.