

SUMMARY

After four years of designing, 3D modeling and illustrating Architectural projects in Cyprus, I discovered a new passion for UX design, home-automation, and physical computing.

At the Bauhaus-Universität Weimar, I learned how to rapidprototype media installations, program micro-controllers, develop websites, design and develop mobile applications, use most common network protocols on multiple IoT platforms, and implement state-of-the-art user research methods into humancentered design projects.

Mohamad G Khalil

UX Designer & Developer

Contact

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Weimar, Germany

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Skills

Programming:

C++, Java

Physical-Computing:

Arduino, Node MCU esp8266

Web Development:

HTML5, CSS, JavaScript

UI Design:

Figma, GIMP, Adobe Suite

User-Research:

Contexual Design Speculative Prototyping

Languages

Arabic (native)

English (business fluent)

German (proficient)

Turkish (proficient)

EXPERIENCE

Architect

May 2020 to Aug 2020

PAB Architects, Erfurt Germany

Finalizing Architectural documents using Autodesk Revit and managing collaborative BIM work using Autodesk 360.

Academic Assistant

Apr 2019 to Jun 2019

Bauhaus-Universität Weimar

Architectural assistance in developing the site-specific Bauhaus100 project 'Bauhaus Orbits'

Architect

May 2014 to May 2017

Studio14

3D modeling and rendering architectural illustrations, designing architectural projects, drafting architectural and structural projects.

Architect

Oct 2013 to Apr 2014

Ezcan Ozsoy

3D modeling and rendering architectural illustrations, designing architectural projects, drafting architectural and structural projects.

EDUCATION

MediaArchitecture (M. Sc.)

Sep 2017 to Mar 2020

Bauhaus-Universität Weimar

With focus on designing media installations, developing prototypes of both physical and digital user interfaces, implementing user research methods in Human-Centered-Design projects.

My master thesis explored the intersection between meditation, intimacy, and distance communications. I finally developed the concept of 'Trans-local mindfulness', which was implemented by building two IoT devices controlled by a custom mobile application.

Architecture (B. Arch.)

Sep 2008 to Jul 2013

Near East University

With focus on 3D modeling, using building information modeling software, rendering, 2D drafting, and illustration.

SKILLPROFIL

Mohamad G. Khalil

UX Designer & Developer

Figma

Adobe Suite

HTML5

CSS

JavaScript

C++

Java

Contextual Design

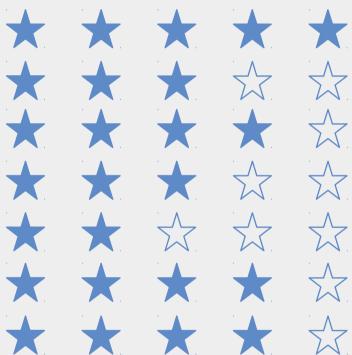
Cultural Probe

Speculative Prototypes

Behavioral Psychology

Public Speaking

Software & Programming



User-Research & Testing

