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 rapid-prototype 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 human-centered 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

Software & Programming

Skill	Rating
Figma	★ ★ ★ ★ ★
Adobe Suite	★ ★ ★ ☆ ☆
HTML5	★ ★ ★ ★ ☆
CSS	★ ★ ★ ☆ ☆
JavaScript	★ ★ ☆ ☆ ☆
C++	★ ★ ★ ★ ☆
Java	★ ★ ★ ★ ☆

User-Research & Testing

Skill	Rating
Contextual Design	★ ★ ★ ★ ★
Cultural Probe	★ ★ ★ ☆ ☆
Speculative Prototypes	★ ★ ★ ★ ☆
Behavioral Psychology	★ ★ ★ ☆ ☆
Public Speaking	★ ★ ★ ★ ★