



# Mohamad G Khalil

## UX Designer & Developer

### Contact

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### Skills

#### User-Research:

Contextual Design

Ethnography

Speculative Prototyping

#### UI Design:

Figma, GIMP, Adobe Suite

#### Web Development:

HTML5, CSS, JavaScript

#### Programming:

C++, Java

#### Physical-Computing:

Arduino, Node MCU esp8266

### Languages

Arabic (native)

English (business fluent)

German (proficient)

Turkish (proficient)

### SUMMARY

Hi, I'm Mo.

I am a UX product designer, developer, and a problem solver, striving to create outstanding user experiences in both digital and physical products.

Alongside my work experience as an architect, I have a master's degree in MediaArchitecture which, in association with the Human-Computer Interaction department, focused on user-interface (UI), user-centered design, and user-research methods.

### 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

In association with the Human-Computer Interaction department, I learned to develop physical and digital prototypes, and implement research methods in Human-Centered-Design.

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 meditation devices and 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

**Figma**



**Adobe Suite**



**HTML**



**CSS**



**JavaScript**



**C++**



**Java**



## User-Research & Testing

**Contextual Design**



**Ethnography**



**Prototyping**



**Behavioral Psychology**



**Public Speaking**

