# **Shariff Faleel**

#### Full name: Ahmed Shariff Mohommed Faleel

+14313746743

✓ shariff.mfa@outlook.com

shariff-faleel.com

github.com/ahmed-shariff
lk.linkedin.com/in/ahshariff

## Technical Skills

#### Programming:

python, C#, Javascript, Lisp C++, Java



#### Platfoms:

Android

Unity (AR/VR/Mobile)



#### Al tools:

Data analysis

Deep Leaning (CV, NLP)



MLops

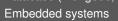
Ideation & planning



User studies
Analysis & reporting

#### Miscellaneous

Cloud platforms (aws, gcloud) Database (mongodb, firebase)



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## Soft Skills

Teamwork
Communication
Presentation

Presentation
Technical writing
Leadership



## Education

## PhD (Computer Science)

University of Britsh Columbia - Okanagan Canada

2019 - Present

Supervisor: Prof. Pourang Irani

GPA: 4.25/4.5

## BSc (Computer Science)

University of Peradeniya

Sri Lanka

2019 - Present

Major: Computer Science
Minor: Statistics & Mathematics

GPA: 3.50/4.0 (87%)

(Second Class Honours - Upper Division)

## Summary:

Primary research interest is in augmenting human cognition. I am particularly interested in using state-of-the-art artificial intelligence technologies with ubiquitous computing to expand the human day-to-day experience.

## Work & Research Experience:

## March 2021 - April 2022

#### Associate Researcher, Intern

Huawei Technologies Canada

- Was part of the Human Machine Interactions lab. Worked on a range of HCI projects.
- Developed research ideas, executed relevant user studies and built demo applications

#### August 2019 - Present

## **PhD Student**

University of Manitoba

- · Under the supervision of Prof. Pourang Irani
- · Exploring AR/VR input and output capabilities.
- Developed Hand Proximate UI as a novel interaction modality for AR/VR.
  - Technologies Explored: Deep learning models (CV), Gesture-based interactions (Leap Motion, Vicon motion tracking, CV), VR/AR (Oculus, Epson & Hololens using Unity, Android & Python)

## July 2017 - August 2019

#### **Research Assistant**

University of Peradeniya

- Under the supervision of Dr. R.D. Nawarathna.
- Conducted research on deep-learning based computer vision applications as part of a collaboration with codegen international.
- Developed a prototype system for a cashier assistant:
  - Tools/framworks used: NVIDIA Jetson, Raspberry Pi, Python, pytorch, django, AWS Lambda, AWS Beanstalk, MongoDB.
  - Framework developed for automated ML experimenting, training and deployment.

## March 2017 - June 2017

## **Temporary Demonstrator**

University of Peradeniya

- Conducted practical sessions (Programming concepts, Data structures and algorithms, Computer architecture/assembly) for undergraduate students.
- Technical committee member of the Postgraduate Institute of Science Research Congress, 2017.
- · Researched Dialogue Management systems.

### **August 2016 - January 2016**

### **Software Engineering Intern**

IFS R&D International

 Developed dependency visualization of system modules. Using Common Lisp, Python, and Javascript.

## **Publications:**

8 Publication, 2 in-submission. Select publications:

**Shariff AM. Faleel**, Michael Gammon, Kevin Fan, Da-Yuan Huang, Wei Li and Pourang Irani. 2021. "HPUI: Hand Proximate User Interfaces for One-Handed Interactions on Head Mounted Displays," In *IEEE Transactions on Visualization and Computer Graphics*, vol. 27, no. 11, pp. 4215-4225, Nov. 2021,

**Shariff AM. Faleel**, Michael Gammon, Yumiko Sakamoto, Carlo Menon, and Pourang Irani. 2020. "User gesture elicitation of common smartphone tasks for hand proximate user interfaces". In *Proceedings of the 11th Augmented Human International Conference (AH '20)*. Association for Computing Machinery, New York, NY, USA, Article 6, 1–8.

**MF.** Ahmed Shariff and Ruwan D. Nawarathna. 2019. "A Novel Dialogue Manager Model for Spoken Dialogue Systems Based on User Input Learning." In: Hemanth, J., Silva, T., Karunananda, A. (eds) *Artificial Intelligence. SLAAI-ICAI 2018.* Communications in Computer and Information Science, vol 890. Springer, Singapore.