

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 ●●●●○

Platforms:

Unity (AR/VR/Mobile) ●●●●●
Android ●●●●○

AI tools:

Data analysis ●●●●●
Deep Learning (CV, NLP) ●●●●●
MLops ●●●○○

Research:

Ideation & planning ●●●●●
User studies ●●●●●
Analysis & reporting ●●●●●

Miscellaneous:

Cloud platforms (aws, gcloud) ●●●○○
Database (mongodb, firebase) ●●●○○
Embedded systems ●●●○○

Soft Skills

Teamwork ●●●●●
Communication ●●●●●
Presentation ●●●●●
Technical writing ●●●●●
Leadership ●●●●●

Education

PhD (Computer Science)

University of British 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/frameworks 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.