

Modar M. Alfadly

PERSONAL INFORMATION (SAUDI CITIZEN)

PLACE AND DATE OF BIRTH: Madinah, Saudi Arabia | 03 February 1994
ADDRESS: 4700 KAUST Thuwal, 23955-6900, Saudi Arabia
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CAREER OBJECTIVE

Pursuing to be a full-fledged researcher and to join the profound community of Deep Learning and Computer Vision
Strongly motivated to contribute to the field by understanding the inner workings of Artificial Neural Networks
Fully dedicated to fulfilling my duty of passing on knowledge and wisdom to future generations

EDUCATION

Current PhD in COMPUTER SCIENCE
King Abdullah University of Science and Technology (KAUST), Saudi Arabia

2017 Masters of Science in COMPUTER SCIENCE
King Abdullah University of Science and Technology (KAUST), Saudi Arabia
Thesis: "Analytic Treatment of Deep Neural Networks Under Additive Gaussian Noise" | Bernard GHANEM

2016 Bachelor of Science in SOFTWARE ENGINEERING | HONORS DISTINCTION
King Fahd University of Petroleum and Minerals (KFUPM), Saudi Arabia

WORK EXPERIENCE

SPRING 2018 | Teaching Assistant at KAUST, Saudi Arabia
EE 354: Introduction to Computer Vision (PhD-level course)

AUG 2018 | Deep Learning Consultant at MOZN SYSTEMS, Saudi Arabia
AUG 2017 | *Data Driven Solutions*

SUMMER 2015 | Intern at KAUST, Saudi Arabia
"Symmetric Iterative Skeletonization of 3D Brain Neurons with CUDA"

PUBLICATIONS

1. "A Novel Framework for Robustness Analysis of Visual QA Models" AAAI Oral [second author] (2019)
2. "Analytic Expressions for Probabilistic Moments of PL-DNN with Gaussian Input" CVPR Oral (2018)
3. "Robustness Analysis of Visual QA Models by Basic Questions" CVPR Workshop [second author] (2018)
4. "VQABQ: Visual Question Answering by Basic Questions" CVPR Workshop [second author] (2017)

AWARDS AND QUALIFICATIONS

- Panelist in the Thesis Defense Preparation Series (2018), KAUST
- Awarded KAUST Fellowship with full tuition support for an MS and a PhD degrees (2016), KAUST
- 1st to solve all questions in National Programming Contest NC3 (2016), KAU
- 1st position Winner in KFUPM Hackathon (2015), Techbench

INTERESTS

Academic interests: Deep Learning Computer Vision
Secondary interests: Game Design Game Engine Development
Humanitarian interests: Teaching Children Psychology

REFERENCES

For more information refer to my [website](#) and references are available upon request