


PERSONAL INFORMATION

Mohamed El-Zayat

 Mostar (Bosnia and Herzegovina)

 036 281 165

 mohamed@edu.fit.ba

Nationality Egyptian

POSITION

Senior teaching assistant

WORK EXPERIENCE

01/10/2008 – Present

Senior Teaching Assistant

Fakultet informacijskih tehnologija, Mostar (Bosnia and Herzegovina)

Working as senior teaching assistant for the following Subjects: Computer Graphics, Management of Information Systems, Human Computer Interaction.

01/02/2013 – 15/03/2013

Intern (as developer)

Fraunhofer IGD, Darmstadt (Germany)

Granted a fully funded internship in Fraunhofer IGD for the period February-March 2013, developing solution for 3D annotation management and rendering for AR platform.

EDUCATION AND TRAINING

Samarqand state university, Samarqand (Uzbekistan)

Studied for 2 years at Faculty of Information Technology, Russian group, Samarqand State University, Samarqand, Republic of Uzbekistan

Ain Shams University, Cairo (Egypt)

Studied for 3 years at Faculty of Computer and Information Sciences, Ain Shams University, Cairo, Egypt

Dipl.ing.IT

Fakultet informacijskih tehnologija, Mostar (Bosnia and Herzegovina)

Studied for 1 year and graduated from Faculty of Information Technology, University of Dzemal Bijedic, Mostar

Graduation Project: 3D Modeling and Presentation of UNESCO protected areas (Stari Most)
<http://3dstarimost.fit.ba>

Fakultet informacijskih tehnologija, Mostar (Bosnia and Herzegovina)

Post Graduate student at Faculty of Information Technology, University of Dzemal Bijedic, Mostar.

Master of science

Fakultet informacijskih tehnologija, Mostar (Bosnia and Herzegovina)

Master thesis: "Photorealistic rendering of augmented reality objects on mobile devices", from Faculty of Information Technology, Dzemal Bijedic University, Mostar.

PERSONAL SKILLS

Mother tongue(s) Arabic

Other language(s)

| | UNDERSTANDING | | SPEAKING | | WRITING |
|---------|---------------|---------|--------------------|-------------------|---------|
| | Listening | Reading | Spoken interaction | Spoken production | |
| English | C2 | C2 | C2 | C2 | C2 |
| Russian | B1 | B2 | B1 | B1 | A2 |
| Bosnian | B2 | B1 | B2 | B1 | A2 |

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2: Proficient user
[Common European Framework of Reference for Languages](#)

Computer skills

Programming languages: Visual C#, Java

Familiar with: PHP, SQL Server database design, CSS, AndroidDevelopment, C++, JavaScript

APIs:

- OpenGL
- OpenGLES.

Software Packages:

- Maya.
- Blender.
- Photoshop.
- AdobeAfter Effects.
- Unity3D.

Other skills:

- Gamedevelopment.
- Gamedesign.
- Familiarwith AI techniques for games.

Platforms:

- Windows.
- Linux.
- Familiarwith Mac.

ADDITIONAL INFORMATION

Publications

·"Componentsof the efficient eUniversity system," iccsit, pp.32-36, 2009 2nd IEEE InternationalConference on Computer Science and Information Technology, 2009.

·"Visualizationof Heuristic Approach to Classroom-Period Schedule Optimization," ic4e,pp.358-360, 2010 International Conference on e-Education, e-Business,e-Management and e-Learning, 2010.

·"BuildingE-University Recommendation System", 2010 The 2nd IEEE International Conferenceon Information management and engineering (IEEE ICIME 2010).

·"3DModeling and Presentation of UNESCO protected areas (Stari Most)" Internationalconference on Digitizing Cultural Heritage, Sarajevo, 2007.

- Visualizing region development differences, International Conference of Economics and Business, ICES 2010, Sarajevo, 2010.
- Visualization of Professor Efficacy Parameters, International Conference on Education Technology and Computer, China, (IEEE ICETC), 2010.
- Interactive patients' data manipulation with augmented reality, Congress of Cardiologists and Angiologists, Sarajevo, 2010.
- Augmented Reality platform for enhancing integration of virtual objects, Central European Seminar on Computer Graphics (CESCG), Slovakia, 2011.
- Enhancing integration of virtual objects in augmented reality applications. 18th international conference on Virtual Systems and Multimedia, Italy, 2012.

Current Area of research and
interest

Software Engineering and design.
Game design and development.
Computer Graphics and Applications.