Hesham Omran

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An independent consultant in User Experience Design and IoT, with an academic background as research & teaching assistant, and PhD candidate in Otto-Friedrich University of Bamberg. Graduated with a Master of Science in Media Informatics from RWTH Aachen University. Have wide experience and knowledge in multidisciplinary fields of human computer interaction, software development, embedded systems and statistics. Received two awards from international HCI conferences for the years 2013 and 2014.

Interested in Human Computer-Interaction (**HCI**), Design Thinking, UX Design and Research, SW/HW development, applications of the Internet of Things in Enterprise & Business solutions.

WORK EXPERIENCE

UX Mentor - CareerFoundry (CF) - Berlin, Germany
July 2019 - Present

(1) Mentoring newcomers UX designers to start their professional career in the field of user experience design. Providing guidance, encouragement and industrial experience to introduce them to the field through portfolios reviews, online one-on-one consultations and preparing them for their hiring interviews.

Independent UX Consultant - Hxd3 - Bamberg, Germany
Nov 2018 - Present

(1) Consulting companies, corporates and industrial plants for digital transformation and customer experience in industry 4.0. Using design thinking, and data driven analysis for their service and product optimization. Align their business with newest trends in technology of IoT, cloud, customer experience (CX) design and Interaction.

(2) Offering innovative rapid prototyping for realization of their service, product or platform for showcasing or user testing.

(3) Organizing workshops for design thinking and emerging technology trends, as well as organizing hackathons and innovation enabling events, to help build teams experiences and awareness, to drive innovation in the company.

Research Assistant & PhD Candidate in Informatics & HCI - Otto-Friedrich Universtät - Bamberg, Germany

Oct 2015 - April 2018

(1) Research in facial emotional recognition and presentation for Humanoid robots, as a part of the Emotional aware robots and user interaction initiative. Integrating various SDKs and APIs for creating a working emotional aware robots to serve distressed people.

(2) Working on context aware research for better understanding of the user activities during interacting with their computers and mobile devices, including using environmental seniors and machine learning to understand user behavior, for enhancing user experience.

(3) Teaching and mentoring multidisciplinary team of students from different faculties of informatics and humanities for HCI project courses and supervising master theses.

Senior Developer & Consultant - Germany & Egypt

2014 - 2015

(1) helping teams to better handle their work process via CRM systems through design thinking workshops, usability testing and UX interviews and reviewing their work processes and workflow, to find the most appropriate technology to meet their needs, without disrupting their current workflow. Trained the team on how to build reports, and how to manage their data and interactions with the customers online.

(2) Helping businesses to connect to their warehouses and data centers, to better monitor the functionality and performance of their assets, and provide them with various tools and mobile user interfaces for fast decision making and awareness.

Researcher and Software Developer - Fraunhofer FIT - Bonn, Germany

2012

Worked as a researcher and developer in software systems, specially cloud based systems for helping users with visual challenges to be able to interact with computers, as the computer adapt to their handicap.

EDUCATION

RWTH Aachen University, Germany 2011 - 2014
(MSc Media Informatics)

Master Thesis - Using **motion capturing (VICON)**, **KINECT**, **User Studies**, and R**apid Prototyping techniques** to evaluate the proprioceptive ability of the human thumb over finger interaction for text typing over the hand.

German University in Cairo, Egypt 2004 - 2009
(BSc. Digital Media Engineering)

AWARDS

UIST 2014 Student Innovation Contest
3rd place Most Creative Award for **Vacuum Dance Revolution**

Combining software and electronic circuits, and internet connectivity to create a tangible gaming experience.

http://hci.rwth-aachen.de/VDR

UIST 2013 Student Innovation Contest
1st place People's Choice Award for **WaterPong**

A software and hardware table using objective C, openCV and C++ to create an interactive social gaming tabletop interaction using programmable water pumps and projected digital GUI. (Funded by RWTH Aachen Undergrad Fund)

http://hci.rwth-aachen.de/waterpong

PORTOFOLIO

My work includes projects in UX design, HW/SW prototyping, gamified interactions, wearable concepts, Robotic and emotional recognition applications, IoT and award winning exhibits in international conferences.

You can visit my portfolio at http://hxd3.de/#projects

VOLUNTEER

VESTED Summit - Technical & UX mentor for block chain and IoT. **(2018)**

Technical and User Interaction **Mentor,** and internet of things **expert** at Maker Hackathon Cairo in Egypt. **(2015)**

UIST **Student volunteer**, chosen through winning the design contest for the conference official T-shirt at ACM UIST Conference 2014. **(2014)**

PUBLICATIONS

Omran, H. & Gross, T., (2016). An Explorative Study on Requirements for Ambient Displays Presenting Mood Awareness. In: Prinz, W., Borchers, J. & Jarke, M. (Hrsg.), Mensch und Computer 2016 - Tagungsband. Aachen: Gesellschaft für Informatik e.V..] https://dl.gi.de/handle/20.500.12116/190

Some Publications referencing my work in Fuzzy Logic Controllers :

(1) Caponetti, L., & Castellano, G. (2017). Basics of Fuzzy Logic. In Fuzzy Logic for Image Processing (pp. 39-52). Springer, Cham.

(2) Cingolani, P., & Alcalá-Fdez, J. (2013). jFuzzyLogic: a java library to design fuzzy logic controllers according to the standard for fuzzy control programming. International Journal of Computational Intelligence Systems, 6(sup1), 61-75.

(3) Ayyaz, S., & Qamar, U. Automatic Topic Spotting in Biomedical Literature of diseases using Fuzzy Logic

(4) Beltrán, E. J. Expertik: Una experiencia con inteligencia artificial y computación móvil.

(5) Raul, N., Vaidya, C., Kolhe, P., & Nehita, K. Intelligent Detection of Phishing E-banking Website Using Fuzzy Datamining.