

# George S. Fahim

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## OBJECTIVE

Pursue an Academic/professional career in Media Technology and/or Interaction Design Disciplines.

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## TECHNICAL SKILLS

### Programming Languages

- C, C++
- OpenGL
- Python

### IxD & Usability

- Prototyping
- Physical Computing
- Usability testing
- User centered design methodologies
- Gameplay design

### Software & Technologies

- 3D authoring tools: Autodesk Maya, NextLimit Realflow, MentalRay
- 2D image processing: Adobe Photoshop
- Game engines: Unity3D, Ogre library

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## EXPERIENCE

### Teaching Assistant / Assistant Lecturer

September 2006 – Present

International Academy for Engineering and Media Science, Egypt

- Assist professors in the practical courses in the Multimedia and Internet Dept.
- Instruct several theoretical/practical courses: Independent studies, Database Systems, Interactive Media
- Adapted User Centered Design methods to be included in the undergraduate curriculum
- Supervise graduation projects

### Senior 3D Graphics Designer

2005 - 2006

JoinVFX / Fenix Integrated, Egypt

- Participated in designing and producing: 3D short films, TV commercials, and music videos

### Freelance Work

- Internet Assessor for Lionbridge Technologies
- Web and graphic design via Odesk.com
- Virtual environments creation using Unity3D
- Interactive installations using Kinect(NUI) and Unity3D

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## EDUCATION

### Chalmers University of Technology

Fall 2009 – February 2012

Gothenburg, Sweden

- M. Sc., Interaction Design
- Game Design track
- Master's thesis: A Motion Capture System Based on Natural Interaction Devices

### International Academy For Engineering and Media Science

Fall 2002– Spring 2006

Cairo, Egypt

- B. Sc., Media Science
  - Major: Multimedia and Internet production
  - GPA: 3.98
  - Graduation project: Web Enabled 3D Learning Kit
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