

George S. Fahim

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https://scholar.google.com.eg/citations?user=Z5Cdfs0AAAAJ

PROFESSIONAL SUMMARY

Dynamic and motivated university instructor with more than 10 years of experience teaching at the undergraduate level. Committed to helping university students develop their full potential in their studies. Possess strong philosophy of teaching, and knowledge of many different methods to motivate students to develop their expertise in their field of study. Interested in interdisciplinary research that draws knowledge from Digital Media, Interaction Design, and Information Technology.

EDUCATION

Doctor of Philosophy in Information Technology Menofia University, Faculty of Computers & Information Menofia, Egypt Thesis: "Single-Image 3D Model Reconstruction and Synthesis Using Generative Modeling"	October 2015 - May 2022
Master of Science in Interaction Design (Game Design track) Chalmers University of Technology Gothenburg, Sweden Thesis: "A Motion Capture System Based on Natural Interaction Devices"	Fall 2009 – Spring 2012
Bachelor of Science in Multimedia and Internet International Academy for Engineering and Media Science Giza, Egypt Graduation project: "Web Enabled 3D Learning Kit"	Fall 2002 – Spring 2006
International General Certificate of Secondary Education (IGCSE) International Secondary School (ISS) – Arab Academy for Science and Technology (AAST) Alexandria, Egypt	September 1999 – June 2002

RESEARCH INTERESTS

- Interdisciplinary Media Design
- Computer vision for visual effects
- Machine learning/Deep learning
- Marker-less motion capture
- Computer graphics
- Artificial Intelligence in Media

TEACHING EXPERIENCE

Teaching Assistant / Instructor Fall 2006 – present
International Academy for Engineering and Media Science

Assisted in teaching (TA): Fall 2006 – spring 2014

- Introduction to Computer
- Computer Applications
- English Language
- Basics of Design
- Basics of Graphics

Fully responsible for teaching (Instructor): Fall 2014 – present

- Introduction to Computers
- Computer Applications
- Introduction to Multimedia
- Interactive Media
- Graphic Design for Multimedia
- Multimedia Design and Programming
- Web Casting
- 3D Design
- Virtual Reality
- Independent Studies

PROFESSIONAL EXPERIENCE

Senior 3D Graphics Designer 2005 - 2006
JoinVFX and Fenix Integrated, Egypt

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

Freelance Work

- Internet Assessor - Lionbridge Technologies
- Web Search Evaluator- Appen
- Web and graphic design via Upwork.com
- Virtual environments creation using Unity3D
- Interactive installations using Kinect (NUI) and Unity3D
- Android game development

TECHNICAL SKILLS

IxD & Usability: Prototyping, Physical Computing, Usability Testing, User Centered Design, Gameplay Design

Programming Languages and Libraries: Python, CUDA, MATLAB, OpenCV, OpenGL, TensorFlow, PyTorch

Game engines and SDKs: Unity 3D, Ogre, Kinect for Windows SDK, Intel XDK, Construct 2

3D authoring tools: Maya, Mental Ray, Real Flow, Arnold Renderer

A/V editing and compositing: Premiere, Audacity, FL Studio, Nuke, Shake

2D image processing: Photoshop

Web design and development: HTML, CSS, Adobe Muse, WordPress

HONORS AND AWARDS

Egyptian Science day award for university graduates

- Awarded for graduating with honors and ranking first among all graduates from Egyptian private institutes

International Science Festival - Quanta

- The international contest for science, math, computer science, and model display. Held in India, 2001
- Awarded the first prize in model display contest
- Awarded the first runner-up trophy (team)

Arabic Olympiad in Informatics (AOI)

- Held in Alexandria, Egypt, in 2002
- Honorable mention

WORKSHOPS

Effective Teaching and Learning Strategies

- Organized by National Authority for Quality Assurance and Accreditation of Education

Self-Evaluation for Higher Education Institutes

- Organized by National Authority for Quality Assurance and Accreditation of Education

PUBLICATIONS

Fahim, G., Amin, K., and Zarif S. Single-View 3D Reconstruction: A Survey of Deep Learning Methods. *Computers & Graphics*, vol. 94, 2021, pp. 164-190.

Fahim, G., Amin, K., and Zarif S. Single-View 3D Mesh Reconstruction and Generation. In: Proceedings of the International Conference on Artificial Intelligence and Computer Vision (AICV2021). AICV 2021. Advances in Intelligent Systems and Computing, vol 1377, 2021.

Fahim, G., Zarif, S. and Amin, K. Variational 3D Mesh Generation of Man-Made Objects. *International Journal of Computers and Information*, vol. 8, issue 2, 2021, pp.109-114.

Fahim, G., Amin, K., and Zarif, S. Enhancing single-view 3D mesh reconstruction with the aid of implicit surface learning. *Image and Vision Computing*, vol. 119, 2022.

ACADEMIC SERVICE

Reviewed for these journals and conferences:

- Virtual Reality & Intelligent Hardware (1)
- International Journal of Computer Vision (VISI) (1)
- International Conference on Computers and Information (1)
- Computers & Graphics (1)

LANGUAGES

Arabic: Native proficiency

English: Full professional proficiency

Swedish: Elementary proficiency