



MHD Yamen Saraiji

☎ +81 080 3442 5775 • ✉ yamen@kmd.keio.ac.jp
🌐 <http://myamens.com/> • 🎂 Birth: Syria/1988

"In the middle of every difficulty lies opportunity."

PhD student in the field of Virtual and Augmented Reality at Graduate school of Media Design, Keio University in Japan. With more than 10 years of expertise in Systems Development and Programming skills. Passionate about science, and have worked professionally for projects related to industry and research. Have strong interpersonal skills for working in a team and successfully completing my projects. The other part of me involves the love of photography and design.

Professional Experience

- **Samsung Research America** **U.S.A**
Internship *October 2016–February 2017*
 - Worked with Think Tank Team group
 - Research direction was in computer vision and augmented reality applications.
 - Developed a fully working demo for real-time Virtual Reality interaction in 360 scenarios.
 - Used tools related to Computer Vision, Deep learning (Tensorflow), and image rendering (Unity3D).
- **HUG Project** **Japan**
Development *September 2015–December 2015*
 - Collaboration with Ducklings Japan, CREATIVE ORCA, and FOVE to create a platform to connect people across the distance using Telexistence technology.
 - In charge of software design and implementation.
 - Winner of Softbank Pepper App Challenge 2015
- **NEDO/Obayashi** **Japan**
Research & Development *Sept 2014–March 2017*
 - Developing next generation teleoperated backhoes and rescue vehicles using Telexistence technology.
 - Was in charge of software design and implementation.
- **TEDxTokyo** **Japan**
Interaction Designer *Jan 2014–May 2014*
 - Work with design team to create interactive visual installation during the event.
 - Developed both the installation and the software.
- **Syriatel** **Syria**
Software Engineer Consultant *Sept 2011–Apr 2012*
 - Worked for the top telecommunication company in Syria (SyriaTel) to develop a management software used by Ministry of Interiors.
 - My role included the study of specifications and requirement by visiting the stakeholders and iterate over system development.

Education

Academic Qualifications

- **PhD Degree at Graduate School of Media Design** **Japan**
Keio University 2015–2018(expected)
- **Master Degree at Graduate School of Media Design** **Japan**
Keio University, GPA 3.98 2013–2015
- **AI/CS Bachelor Degree at Faculty of Information Science** **Syria**
Damascus University 2005–2010

Notable Projects.....

- **Master's Project:** *'Virtual Embodied Telexistence: Telecommunication using Sensory Feedback and Virtual Body Representation'*
"Virtual Embodied Telexistence" is a system that combines low cost Telexistence system with virtually embodied human functions into it. Allowing the user to have an immersive visual feedback of the remote place while being aware of his body via visual representation of it. The entire software implementation was done by me, some of the hardware implementation was done in collaboration with other lab member.
- **Bachelor Degree Graduation Project:** *'Virtual Character Simulation : Physics-Based Locomotion Control, Movement Control and Behavior Simulation'*
A collaborated project teamed with 2 students, and it was targeted for real-time behavior and locomotion simulation of AI agents. This project was evaluated as 95% - as the highest mark for a project that year.

Technical and Personal Skills

- **Software Engineering and Systems Design:** Proficient (5 years of expert).
- **Database Engineering and Design:** MSQL, My SQL (3 years).
- **Network Programming:** TCP, UDP, RTCP (4 years of expert).
- **Game Development and Design:** (6 years of expert).
- **Robotics and Control Systems:** (2 years of expert).
- **3D CAD and Modeling:** 3D Studio Max, Maya 3D (3 years of expert).
- **Programming Languages & Environments:** Proficient in: C, C++, C#, Objective-C, Arduino, TeX, Unity3D, Visual Studio (8 years of expert).
- **General Business Skills:** Good presentation skills, work well in a team.

Languages Proficiency

- **English:** Fluent
- **Japanese:** Business working proficiency
- **Arabic:** Native

Awards

- **Gold Prize** **USA**
ACM's Student Research Competition *July 2016*
Received the first prize for ACM's Student Research Competition at SIGGRAPH 2016
Reference: <http://s2016.siggraph.org/acm-student-research-competition>
- **Best Demo Award & Best Care Welfare Application** **Japan**
Pepper App Challenge *November 2015*
Received two awards at Softbank's Pepper App Challenge 2015 Winter for project titles "HUG Project"
(<http://hugproject.net/>)
Reference: <http://www.softbank.jp/robot/special/app-challenge/pac/>
- **Best Demo Award & Honorable mention** **Japan**
ICAT-EGVE 2015 *November 2015*
Received two awards at the 25th International Conference on Artificial Reality and Telexistence (ICAT 2015)
and the 20th Eurographics Symposium on Virtual Environments (EGVE 2015)
Reference: <http://www.ic-at.org/2015/#program>
- **Top three Finalists** **Japan**
Microsoft Design Challenge *November 2015*
Received the 2nd place prize in Microsoft Design Challenge (Hacking Mars) for the concept video: NOVA
Cards: Emotion Transmitting Photos.
Reference: <https://microsoft.promo.eprize.com/hackingmars/>
- **Dean's list** **Japan**
Keio Media Design *March 2015*
Honoured as being selected in the dean's list for my master's degree.
Reference: <http://www.kmd.keio.ac.jp/en/experience/deans-list.html>.
- **Best Demo Award** **Singapore**
Augmented Human 2015 *March 2015*
Received Best Demo award at the International Conference of Augmented Human 2015
Reference: <http://goo.gl/QMY7LR>.
- **MEXT Scholarship** **Japan**
Selective Scholarship *April 2012–April 2018*
Fully paid scholarship for Research, Master degree and PhD degree at a Japanese University.

Volunteer Activities

- **ACM TEI'17** **Japan**
Student Volunteers Chair *March/2017*
Was in charge of Student Volunteers during 11th International Conference on Tangible, Embedded and Embodied Interactions (TEI) in Japan. I handled the logistics, management, and operations of the SV team during the conference.
- **SIGGRAPH Asia** **Hong Kong/Japan/Macao**
Student Volunteer *2013/2015/2016*
Beside my love to academic publication, I am also interested in contributing to conferences I like in different ways. I Joined SIGGRAPH Asia as a student volunteer and team leader to assist in running the conference activities. Most of the organizational activities are assigned to the volunteers, and working schedule was almost full, though I really enjoyed it. The general atmosphere is mixed with multi-national students from all different ethnicities.
- **TEDxTokyo** **Japan**
Designers Team *Jan–May 2014*

Worked with professional visual designers over 3 months project period to successfully implement an interactive visualization during the event.

- **LbE Japan** **Japan**
Student Mentor *Aug 2012–Mar 2013*
Participated in several workshops as a student mentor for high school students. The goal of this program is to introduce the student to the international communication and global awareness. The program also aimed to help the students to improve their English language communication.

References

Available upon request.

Publications.....

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MHD Yamen Saraiji, Charith Lasantha Fernando, Kouta Minamizawa, and Susumu Tachi. Development of mutual telexistence system using virtual projection of operator’s egocentric body images. In *ICAT-EGVE 2015*. EGVE, 2015.

MHD Yamen Saraiji, Charith Lasantha Fernando, Kouta Minamizawa, and Susumu Tachi. Mutual hand representation for telexistence robots using projected virtual hands. In *Augmented Human 2015*. ACM, 2015.

MHD Yamen Saraiji, Charith Lasantha Fernando, Yusuke Mizushina, Youichi Kamiyama, Kouta Minamizawa, and Susumu Tachi. Enforced telexistence: teleoperating using photorealistic virtual body and haptic feedback. In *SIGGRAPH Asia 2014 Emerging Technologies*, page 7. ACM, 2014.

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MHD Yamen Saraiji, Shota Sugimoto, Charith Lasantha Fernando, Kouta Minamizawa, and Susumu Tachi. Layered telepresence: simultaneous multi presence experience using eye gaze based perceptual awareness blending. In *ACM SIGGRAPH 2016 Emerging Technologies*, page 14. ACM, 2016.