

Faisal Taher

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Skills Summary

Languages	Python, C#, JavaScript, PHP, Java.
Markup and Query	HTML5, CSS3, SQL.
Frameworks and Tools	Django, Tornado, Flask, REST, Docker, Node.js, Backbone.js, JQuery, .NET, Jekyll, Sentry, Git, unit testing, MSTest, coverage reports.
Prototyping and Design	Adobe Photoshop, Illustrator, concept sketching, Raspberry Pi, 3D printing, laser-cutting, CAD modeling, Arduino.
User Testing and Data Analysis	Highly experienced in planning and running user testing sessions and integrating the results into the development lifecycle. This includes conducting interviews, running workshops, setting up data capture, and performing qualitative and quantitative analysis.
Adaptability	Adapted to new challenging roles and responsibilities including: working in an agile team and developing software across the stack, providing consultancy and liaising with clients from different backgrounds, learning new techniques and technologies to build novel real-world interfaces, and writing and presenting top-level research.

Work Experience

Senior Inventor, Hardy & Ellis Inventions Ltd. January 2016 – present

- Engage in agile methods such as stand-ups, ticket allocation (Trello), pair coding, brainstorming sessions, and engineering planning. Recently ran a retrospective on a project that led to improved engineering and management processes.
- Develop with a variety of languages, including Python and C# back-end applications to front-end JavaScript and HTML5 components. Also ensure high code quality through code reviews, unit and integration tests (including CI/CD pipelines), and documentation.
- Hands-on involvement in all stages of product development, including requirements gathering, designing and developing features, testing, deploying, and maintaining systems.
- Recently deployed interactive installations (Python and JavaScript web applications, a Django server, and custom hardware) at an innovation centre that is currently hosting tours.
- Captured a client's vision for an interactive application used to create immersive classrooms using interactive media. This was deployed across the UK earlier this year. A key component included a responsive JavaScript application to control/manage large amounts of media.

Research Associate, Lancaster University November 2013 – June 2016

- Worked with emerging physical shape-changing display prototypes and applying multi-disciplinary knowledge (e.g. software engineering, electronics, HCI).
- Led a large-scale project with multiple European institutions where I built software (C#, JavaScript, Node.js) and bespoke hardware for a physical bar chart, which led to top-tier international conference publications and BBC news coverage.
- Ran several user testing sessions, used quantitative and qualitative data analysis techniques, and integrated the results into application development and research dissemination.

Software Development Contractor, self-employed May 2013 – December 2013

- Designed, developed, and deployed a business management system that enabled enquiry management, quotes and purchase order generation, and timesheet logging.
- Engaged in regular meetings with various company stakeholders that ensured requirements were met.

Technical Project Consultant, Knowledge Business Centre, Unite with Business, Lancaster University March 2011 – April 2013

- Wrote business management applications that aided the growth of small to medium enterprises.
- Built strong communication skills by liaising with a diverse range of clients, including engineers, developers, designers, and a magazine editor.
- Formulated clear sets of requirements and provided documentation and guidance.

Web Developer, Backbone IT Group January 2012 – December 2012

- Developed a web application that enabled the company administrators (and its clients) to manage transactions on their partner online shops.
- Developed a content scraping tool compatible with over 100 websites for a recruitment firm.
- Designed and improved client websites and worked with CMS and e-commerce systems.

Education

PhD Computer Science Indoor Navigation Systems

*Degree awarded
Lancaster University
2008 to 2013*

- Developed and deployed a prototype indoor navigation system for mobile phones and public displays. The system integrated 3D visualizations, digital maps and signage, as well as sensor technologies such as NFC and QR codes for location information.
- Conducted a number of user evaluations with the navigation system to explore interaction requirements and published/presented several international conference papers.

Masters by Research

*Degree awarded with
distinction
Lancaster University
2007 to 2008*

Human-Computer Interaction

- Research focused degree that involved interactive systems design, psychological research methods, and oculomotor systems.
- Collaborated in an innovative design project to develop a virtual usability testing laboratory using Second Life.
- Dissertation: Developed and evaluated an indoor navigation system that later formed part of my PhD research.

Bachelor of Science (Hons)

*Degree awarded
Lancaster University
2004 to 2007*

Computer Science with Multimedia Systems

- Included modules based on programming, networking, digital media standards, database systems, algorithms, operating systems, and the software development lifecycle.
- Dissertation: Investigating wayfinding in virtual 3D environments.

Interests and Hobbies

I enjoy reading science-fiction novels, digital photography, drawing comics, cooking, going to the gym, and taking part in running events.