

# RIYADH AL-ROUSAN

## EXECUTIVE SUMMARY

A highly competent, motivated and enthusiastic person with experience of working as Lecturer, Senior Research Analyst and Project Manager. Strong background in Computer Graphics, Computer Science, and Emerging Technologies. Proven skills in teaching and research in various styles and within a multinational environment. Extensive experience teaching both introductory and advanced courses in Computer Science and Computer Graphics. Experience with project national-level projects, along with the capabilities to design and realise nationwide transformation initiatives. Coordinating, planning and organizing a wide range of academic and administrative activities. Team management, communication, and organisational skills, directing and inspiring other members to achieve higher quality of work, increasing responsiveness and commitment. **Areas of expertise include:**

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|---------------------|--------------------------------|-------------------|
| ✓ Research          | ✓ Immersive technologies       | ✓ C++             |
| ✓ Analysis          | ✓ 3D modelling and animation   | ✓ C#              |
| ✓ Academic Writing  | ✓ Non-Photorealistic Rendering | ✓ Java            |
| ✓ Computer Graphics | ✓ Web development              | ✓ Teamwork        |
| ✓ Game Development  | ✓ Autodesk Maya                | ✓ Team Management |
| ✓ Augmented Reality | ✓ Unity 3D                     | ✓ Ms Office       |
| ✓ Virtual Reality   | ✓ OpenGL                       | ✓ Latex           |

## QUALIFICATIONS

### PhD in Computer Science, Computer Graphics and Multimedia

2012 - 2017

University Technology Malaysia (*QS ranked 1878, 2024*)

Research: "Stylized Lines and Shading Effects for Shape Depiction in Non-Photorealistic Rendering"

### MSc in Computer Science

2005 - 2008

Jordan University of Science and Technology

Grade: Very Good

### BSc in Computer Science and Information Systems

2000 - 2005

Jordan University of Science and Technology

Grad: Good

## EXPERIENCE

### Assistant Professor

Department of Virtual and Augmented Reality - University of Petra, Jordan-Amman,  
September 2022 - Present

As an Assistant Professor in Department of Virtual and Augmented Reality, my roles and responsibilities include but are not limited to:

- ✓ Teaching in person, online, and hybrid courses
- ✓ Develop new course curriculum and instructional materials for most of the VR/AR department's courses
- ✓ Serve on departmental and/or college committees
- ✓ Participate actively in academic advisement, student mentoring, and other extracurricular engagement activities
- ✓ Teach Several undergraduate classes such as, but not limited to:

- Game Development
- Fundamentals of Augmented and Virtual Reality
- Visual Programming
- Multimedia Programming
- Web Development
- Information Technology Fundamentals
- 3D Modelling

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### **IRBID NATIONAL UNIVERSITY, Jordan-Irbid, September 2021 - Present**

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Responsible for planning and implementing teaching learning and assessment in accordance with the learning objectives, outcomes and skills for the courses. In addition, to providing good academic, practical and administrative coordination and consistency. Taught the following computer science Courses:

- Object Oriented Programming
- Computer Graphics
- UX / UI Design
- Programming Language (1)

### **Lecturer**

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### **Princess Sumaya University for Technology, Jordan-Amman, 2018 - 2018**

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As a Lecturer in Princess Sumaya University for Technology, worked as a part of academic team to promote excellence in the fields of teaching and learning. Taught the following computer graphics Course:

- Fundamentals of Movies Production

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### **Magic-X (Media and Games Innovation Centre of Excellence), University Technology Malaysia, Malaysia-Johor Bahru 2013 - 2017**

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As a Lecturer in MaGIC-X, worked as a part of academic team to promote excellence in the fields of teaching and learning. Taught introductory and upper-level courses in computer graphics. Courses include but are not limited to:

- Fundamental of Computer Graphics
- User Interface Design
- Human Computer Interaction
- Computer Games Design
- Real-time Computer Graphics

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### **Jordan University for Science and Technology, Jordan-Irbid, 2008 - 2012**

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As a Lecturer in Jordan University for Science and Technology, worked as a part of academic team to promote excellence in the fields of teaching and learning. Taught introductory and upper-level courses in computer science. Courses include but are not limited to:

- C++ programming
- VB programming
- Object Oriented Programming
- Computer Skills
- Introduction to Information Technology

### **Project Manager**

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### **LEVENBERT Consulting, Oman-muscat, June 2018 - June 2021**

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Successfully managed several Projects in Strategy Management and Leadership Development in sultanate of Oman.

- ✓ Delivered project against agreed scope, budget, schedule and client expectations
- ✓ Met with clients to take detailed ordering briefs and clarify specific requirements of the project

- ✓ Managed the relationship with the client and all stakeholders
- ✓ Assisted in the definition of project scope and objectives
- ✓ Developed a detailed project plan to monitor and track progress
- ✓ Managed changes to the project scope, project schedule and project costs using appropriate verification techniques
- ✓ Developed comprehensive project plans to be shared with clients and stakeholders as well as other staff members
- ✓ Prepared the required technical and financial proposals
- ✓ Managed tenders' processes
- ✓ Negotiated with decision-makers to successfully conclude new contracts and projects

## Senior Research Analyst

### LEVENBERT Consulting, Oman-Muscat, April 2018 – May 2019

As a Senior Research Analyst in Oman 2040 Vision Project, worked as part of the LEVENBERT consultancy team responsible for the development of Oman 2040 Vision and contribute to the preparations for the Oman 2040 National Conference.

- ✓ Conducted in-depth project-relevant research, aggregated and analyzed data, synthesized large quantities of information and extracted meaningful insights and created recommendations (produce knowledge)
- ✓ Contributed to set up Vision Realization Office (VRO)
- ✓ Led the efforts to prepare the National Transformation Programs
- ✓ Contributed to the management of project-related activities and events including meetings, forums and workshops
- ✓ Contributed to the content development that led to client-accepted deliverables
- ✓ Contributed to the efforts to prepare a Forecast Framework for Setting targets for key performance indicators in Oman Vision 2040
- ✓ Presented progress to clients and senior management
- ✓ Prepared the concept notes
- ✓ Led brainstorming, conceptualization, and ideation efforts towards solution development
- ✓ Developed innovative insights, and solutions for complex problems and provides actionable recommendations to clients

## Research Assistant

### Magic-X (Media and Games Innovation Centre of Excellence), University Technology Malaysia, Malaysia-Johor Bahru, 2013 - 2017

As a Research Assistant in MaGIC-X, worked as part of the research team responsible for the development of creative industry that focuses on gamification and enrichment of digital content.

- ✓ Conducted in-depth research on different topics related to computer graphics
- ✓ Delivered various training courses in Games Development, Rendering Techniques and Augmented Reality
- ✓ Assisted with duties related to the production of academic journals and organizing international conferences
- ✓ Assisted to Supervise undergraduate and graduate students working on assigned research projects
- ✓ Helped clients in diverse industries use emerging technologies (game & gamification, virtual reality, augmented reality, customer experience and other digital strategies) to grow their business

## ONGOING RESEARCH

Pursuing my research interests into several fields and seek further publications. **Fields of ongoing research include:**

- ✓ Expressive Shading
- ✓ Radiance Tweaking
- ✓ Surface features

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## PUBLICATIONS

### Journals

- ✓ Rabah alshboul, ahmad m khasawneh, riyad al-rousan, arvind kumar, sushil kumar, omprakash kaiwartya. D3S-Drone Security Surveillance System for Connected Drone Environment. *Adhoc & Sensor Wireless Networks* (2023): Volume:57.
- ✓ H. A. Wahshat, R. Al-Rousan, W. A. Al-Haithami, S. I. Ahmad Saany, F. S. Mohamad and R. Kumar, "Current Problems and Proposed Solutions for the Electronic Commerce Sector," 2023 International Conference on Computer Science and Emerging Technologies (CSET), Bangalore, India, 2023, pp. 1-6, doi: 10.1109/CSET58993.2023.10346777.
- ✓ Al-Rousan, R., Sunar, M. S., Kolivand, H. "Geometry-based shading for shape depiction enhancement." *Multimedia Tools and Applications* (2017): 1-30. [Springer-ISI, IF:1.53, (Q2)]
- ✓ Kolivand, H., Sunar, M.S., Kakh, S.Y., Al-Rousan, R. and Ismail, I., 2018. Photorealistic rendering: a survey on evaluation. *Multimedia Tools and Applications*, 77(19), pp.25983-26008. [Springer-ISI, IF:1.53, (Q2)].
- ✓ Al-Rousan, R., Sunar, M. S., Kolivand, H., Alhajhamad, H. (2016). "Stylized Line Drawing and Shading Effects for Cartoon Rendering". *International Journal of Innovative Computing*, 6(2).
- ✓ Al-Rousan, R., Sunar, M. S., Kolivand, H. (2016). Interactive toon shading using mesh smoothing. *International Journal of Intelligent Systems Technologies and Applications*, 15(3), 218-229. [SCOPUS]
- ✓ Al-Rousan, R., Mohd Shahrizal Sunar, Hoshang Kolivand, and Hasan Alhajhamad. "Interactive Non-Photorealistic Rendering." *Jurnal Teknologi* 75, no. 4, 57-64 (2015). [SCOPUS]

### Conferences

- ✓ Al-Rousan, R., Sunar, M. S., Kolivand, H. (2015, December). Stylized line drawings for shape depiction. 4th International Conference on Interactive Digital Media. (pp.1-5). IEEE
- ✓ Al-Rousan, R., Mohd Shahrizal Sunar, Hoshang Kolivand. (2015, April). Interactive Toon Shading Using Mesh Smoothing, 1st ICRIIL-International Conference on Innovation in Science and Technology, 327-330, Kuala Lumpur, Malaysia, 2015
- ✓ Al-Rousan, R., Sunar, M. S., Kolivand, H. (2014, December). Stylized Line Drawing and Shading Effects for Cartoon Rendering. 3rd International Conference on Interactive Digital Media. (pp.1-5)
- ✓ Al-Rousan, R., Sunar, M. S., Kolivand, H, Hasan Alhajhamad. (2013, December). Review: Interactive Non-Photorealistic Rendering. 2nd International Conference on Interactive Digital Media. (pp.454-460)

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## COMMITTEE MEMBERSHIPS

- ✓ ABET Accreditation and Quality Assurance Committee Member at Faculty of Information Technology-Irbid National University (2021 – Present).
- ✓ International Relations Office Member at Irbid National University (2021 – Present).

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## REFERENCES

- ✓ **Prof. Dr. Mohd Shahrizal Sunar**  
Director of MaGIC-X (Media and Games Innovation Centre of Excellence)  
UTM-IRDA Digital Media Centre Universiti Teknologi Malaysia  
81310 Skudai  
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