Mohamed Suhail

Senior User Experience Engineer @ Google

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About me

Aspiring leader with a strong foundation in user experience research and software engineering. Possessing a deep passion for the intersection of technology and human interaction, I am eager to leverage my skills in team leadership, innovation, and user-centered design to develop groundbreaking solutions that astound and inspire.

Education

Master Of Science | Texas A&M University | GPA - 3.87/4.00 | May 2018

Computer Graphics | Virtual Reality, Computer Vision, Computer Graphics, HCI, AI Robotics, Game Development

Bachelor Of Technology | PSG College Of Technology, India | CGPA - 8.04/10.00 | April 2011

Information Technology | Algorithms, Operating Systems, Data Structures, Multimedia Computing

Experience

Senior XR UX Experience Engineer | Google | April 2019 - Present

Driving Google maps UX vision and execution for complex XR projects, leveraging spatial computing and emerging generative AI technologies. Ensuring the delivery of high-quality, accessible, and innovative immersive experiences.

XR User Experience Engineer | Nextgen Interactions | June 2018 – March 2019

Engaged in the full lifecycle of user interaction research and prototyping for first responders' training simulations, from conceptualization to implementation, leveraging advanced immersive technologies to create realistic and effective training environments.

Creative Technology Intern | Walt Disney Imagineering R&D | May 2017 - August 2017

Developed an in-house multi-person markerless motion capture framework for Walt Disney Imagineering. Researched existing motion capture technologies and directly collaborated with third-party companies to prototype solutions for internal demonstrations and technical reviews.

Interactive Technologist Intern | 84.51°- R&D Studio | May 2016 - August 2016

Prototyped a futuristic Executive dashboard in VR for top-level management, employing an iterative prototyping process encompassing design, development, and user experience research.

Graduate Research Assistant | Texas A&M University | August 2015 - May 2018

Conceptualized and developed novel user interaction techniques in VR for navigation, selection, and manipulation. Conducted user experience studies, which resulted in publications at leading human-computer interaction conferences. Furthermore, I prototyped a lightweight haptic sleeve to provide weight feedback for virtual objects in VR and was involved in exploring viewpoint optimization for an assistant robot in a collaborative multi-robot operational environment within the Humanitarian Robotics Lab.

Software Developer | TATA Consultancy Services, India | August 2011 - July 2015

Web Application Developer | Corporate Social Responsibility, India

Led a team in the end-to-end development of an educational portal designed to teach basic programming languages to school children, encompassing both design and implementation phases.

Web Service Application Developer | Qantas Airways, Australia

Automated Flight Check-in: Designed and implemented Java web services utilizing the Quartz Scheduler platform to manage flight check-in schedules.

Pilot/Flight Crew iPad Application: Played a key role in developing the backend application for an iPad app used by pilots and flight crew. This involved enabling secure download, seamless updating, and efficient viewing of critical flight manuals.

Publications

- StoryFacets: A design study on storytelling with visualizations for collaborative data analysis | Information Visualization Journal 2021
- Simulating a futuristic fire pump panel in virtual reality | IEEEVR 2019
- Motion planning for a UAV with a straight or kinked tetherMotion planning for a UAV with a straight or kinked tether | IEEE RSJ 2018
- Physical hand interaction for controlling multiple virtual objects in virtual reality | IWISC 2018
- Evaluating Remapped Physical Reach for Hand Interactions with Passive Haptics in Virtual Reality | IEEE VR 2018
- Facilitating Context Switching for Digitally Represented Projects Through Tangible Artifacts | ACM CHI 2017
- Coordinating Attention and Cooperation in Multi-user Virtual Reality Narratives | IEEE VR 2017
- Guided Head Rotation and Amplified Head Rotation | IEEE VR 2017
- Redirected Reach in Virtual Reality | 3DUI 2017

Technical Skills

PROGRAMMING LANGUAGES - C++, C#, Java, Javascript, Python, Shader programming

MODELING, ANIMATION TOOLS - Maya, Blender, Houdini

GAME ENGINES & XR SPECIFIC TOOLS - Unity 3D, Unreal, WebXR, ARCCore, OpenXR

WEB TECHNOLOGY - HTML5, CSS3, XML, JavaScript, jQuery, JSON, React, Typescript

DESIGN TOOLS - Figma, Sketch, Adobe Photoshop, Illustrator, Adobe Premiere Pro

FRAMEWORKS – Qt, Struts, Spring, Hibernate, Axis, Quartz

MIDDLEWARE TECHNOLOGY - Oracle SOA Suite, IBM MQ

HARDWARE EXPERIENCE – VR| Meta, HTC Vive, AR |Xreal, Microsoft Hololens, Opti-track, Vicon