Alsanossi Ahmed

Mobile: 0925147077
Email: Alsanossi.m.a@gmail.com

Professional Profile

An efficient, innovative and highly motivated holding PhD in computer science with extensive experience in teaching, research and teamworking. An accomplished and fluent communicator with strong investigation, problem solving and decision making skills, combined with a pragmatic approach and sound business acumen. As someone who is recognised for their academic excellence and for their proactive approach, and after experiencing social work during my research, I am seeking a challenging role where my existing skills and qualifications will add value from the outset, whilst also further my personal and professional development.

Key Skills

- **IT & Technical Skills:** Has a good working knowledge of variety of different Programming Languages. Displays excellent computer literacy whilst learning new systems.

- **Problem Solving & Planning:** Innovative and proactive planner with astute problem solving skills. Able to successfully formulate solutions and strategies to ensure company objectives are met.

- **Team Working:** Effectively able to work as part of a team as well as on own initiative. Possesses a hands-on approach, enjoys being part of a team and being able to contribute knowledge and experience to students and work colleagues alike. Moreover, enjoying helping and seeing happiness and smile on people faces.

- **Interpersonal & Customer Service Skills:** Commands exceptional people and relationship management skills. Proficient and confident in handling escalated challenges through tact, diplomacy and objection handling and well versed in building rapport with people at all levels. Exceptional ability to network efficiently and effectively, and present information both verbally and in writing.

Education & Professional Development

October 2012 – April 2017, University of Wolverhampton

PhD in Computer Science

Engagement of citizen in e-Government, A Conceptual Framework Using Serious Gaming

2009 – 2010, Birmingham University	**1999 – 2004, Tripoli University**
MSc of Computer Science	B.Sc. of Computer Engineering
Software Engineering	Advanced Digital Systems
Human Computer Interaction	Computer Networks
Data Structures	Electrical Engineering
Databases	Linear/non-Linear Control Systems Engineering
Virtual Reality	Microprocessor

PhD:

My research was on the use of serious games to empower citizen engagement and participation in e-government services and e-Services in general. This led me to discover the benefits of the use of serious games in other fields such as education, health, training and etc. For the practical a conceptual framework was designed to improve citizens' intention of using e-government by the use of serious games. . On the other hand during this research I have built strong knowledge and experience in understanding of the human believes, trust and social fairs. Also, the process of data collection has open a new field of interest for me (Social Science) by meeting variety of citizens and understand their difficulties and point of view.

MSc:

During my Master degree I carried out two projects as part of a group. The first project involved human computer interaction with smartphones. The task was to improve the ways of sending text messages via mobile phones by using the benefit of touch screen technology. Java was used as the programming language. The second project was show knowledge of the VRML language and show an understanding of the issues involved in designing a virtual reality environment, such as realism of the world, accuracy of behaviour and interaction of objects within the world, and ease of user navigation and interaction with the model. The target was implementing the Solar System for teaching purposes.

B.Sc.:

From the knowledge undertaken in my first degree, I acquired knowledge on all the basics of Computer Engineering including digital/analog systems, microprocessor, electronic circuits, computer networks as well as some programing such as C++. During this time I gain hands on experience working with hardware.

Publications

Ahmed, A. M., Mehdi, Q. H., Moreton, R. and Elmaghraby, A., 2013. E-Government Services Challenges and Opportunities for Developing Countries: The Case of Libya. Proceeding of The Second International Conference on Informatics & Applications (ICIA2013), ISBN: 978-1-4673-5255-0, pp. 133 – 137, 2013.

Ahmed, A.M., Mehdi, Q.H., Moreton, R. and Elmaghraby, A., 2014, July. Towards the use of serious games for effective e-government service. In Computer Games: AI, Animation, Mobile, Multimedia, Educational and Serious Games (CGAMES), 2014 (pp. 1-6). IEEE.

Ahmed, A.M., Mehdi, Q.H., Moreton, R. and Elmaghraby, A., 2015, July. Serious games providing opportunities to empower citizen engagement and participation in e-government services. In Computer Games: AI, Animation, Mobile, Multimedia, Educational and Serious Games (CGAMES), 2015 (pp. 138-142). IEEE.

Ahmed, A.M., Buckley, K., Moreton, R. and Elmaghraby, A., 2016, A serious game prototype to encourage citizens to use e-government in Libya. 15th IFIP Electronic Government (EGOV) and 8th Electronic Participation (ePart) Conference 2016.

Previous Experience

| 2012 – 2016 | University of Wolverhampton | Researcher |

Key Responsibilities:
- Researcher
- Teacher assistant
- Delivering lectures to MSc Students
- Exams Invigilator/Senior Invigilator

| 2010 – 2012 | Sabha University | Lecturer |

Key Responsibilities:
- Preparing and delivering lectures to a range of classes of different ages and abilities
- Engaging in graduate and undergraduate teaching
- Engage in examining duties, i.e. the production of exam questions/papers, exam marking and moderation
- Acting as academic advisor to BSc students and to refer students to sources of pastoral support

| 2004 – 2008 | Al-Quds Secondary School | Maths and IT Teacher |

Key Responsibilities:
- Preparing and delivering lessons to a range of classes of different ages and abilities
- Marking work, giving appropriate feedback and maintaining records of students' progress and development
- Preparing pupils for qualifications and external examinations
- Managing students behaviour in the classroom and on school premises, and applying appropriate and effective measures in cases of misbehaviour

Additional Information

Languages   English (Fluent), Arabic (Native)

References

Dr Kevan Buckley

Head of Learning and Teaching
Faculty of Science and Engineering
School of Mathematics and Computer Science
University of Wolverhampton
01902 321836
K.A.Buckley@wlv.ac.uk

Dr Emsaieb Geeballa

Dean of Faculty
Engineering Science and Technology Faculty
Sabha University
emsaieb@yahoo.com

Prof. Robert Moreton

Emeritus Professor
Faculty of Science and Engineering
School of Mathematics and Computer Science
University of Wolverhampton
r.moreton@wlv.ac.uk