Fatma Abd-Alhaleem Hussain Abd-Alhaleem

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Profile	**Name**: Fatma Abd-Alhaleem Hussain Abd-Alhaleem **Citizenship:** Egyptian **Gender**: Female **Date of Birth**: February 8, 1987 **Website**: http://www.aun.edu.eg/membercv.php?M_ID=4545 **Additional E-mail**: fatma_almohamdy@yahoo.com
Education	➢ **Bachelor of Mathematics (Computer Science)** 2004 ———— 2008 Mathematics Department, Faculty of Science, Assiut University. Graduated May, 2008, (Very Good with honor degree). ➢ **Pre Master in Computer Science** ———— 2010 Mathematics Department, Faculty of Science, Assiut University. October 2010, (Very Good). 1. Linear Algebra 2. Numerical Analysis 3. Programming Languages 4. Wrokshop 5. Special course in computer 6. Optional course 7. Algorithms ➢ **Master of Computer Science** 2011 ———— 2014 Mathematics Department, Faculty of Science, Assiut University. Entitled: Interactive Face Image Deformation Based on Bounded Biharmonic Weights During July, 2011 – September, 2014.
Skills	**Programming languages:** Matlab, C++, and Java. **Desktop Publishing:** LaTeX, Microsoft Office, Scientific Work place, WinEdit. **Software Skills:** 3D graphics modeling(3ds Max).
Employment	➢ **Demonstrator** 2009 ———— 2014 Mathematics Department, Faculty of Science, Assiut University, Egypt. From January, 2009 to September, 2014. ➢ **Assistance lecturer** 2014 ———— Mathematics Department, Faculty of Science, Assiut University, Egypt. From October, 2014 until now.

Publications	➢ *Khaled F. Hussain , Fatma Abd-Alhaleem.*"Enhancement of Interactive Face Image Deformation Based on Bounded Biharmonic Weights", (ICNHBAS13), Sep 21-23, 2013.

Workshops	➢ Attending The First International Conference on New Horizons in Basics and Applied Science (ICNHBAS13), Sep 21-23, Hurghada, Egypt, 2013.

Research areas	➢ Computer Graphics, Computer Vision, and Image Processing.

Master Thesis	**Abstract**: Face deformation plays a key role in many applications such as: film production, games, face animation, artistic purposes, and facial plastic surgery planning. However, it is not easy to deform images containing faces because, in general, most of the existing image retouching techniques are mainly designed for low-level editing tasks such as blemish and wrinkle removal. Face deformation is a high-level editing task that changes the geometric shape of the human face. In this thesis, we develop an interactive real time face image deformation technique via, an enhanced face image warping technique, which also includes a new technique for dividing the face image.

Referees	**Prof: Khaled Fathy Hussain** Department of Computer Science, Faculty of Computes & Information, Assiut University 71516, Assuit, Egypt. E-mail: khaled.hussain2000@gmail.com