

FACULTY FULL NAME: Garsah Farhan Al-Qarni

POSITION: Assistant Professor

Personal Data

Nationality | Saudi

Date of Birth |

Department | Department of Computer Science

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Office Phone No. | 013-333-2036

Language Proficiency

Language	Read	Write	Speak
Arabic	√	√	√
English	√	√	√
Others			

Academic Qualifications (Beginning with the most recent)

Date	Academic Degree	Place of Issue	Address
Nov 2013	PhD	University of Kent	Canterbury, UK
May 1998	M.Sc	Science College for Girls	Dammam, KSA
July 1995	B.Sc	Science College for Girls	Dammam, KSA

PhD, Master or Fellowship Research Title: (Academic Honors or Distinctions)

PhD	PhD in Electronic Engineering specializing in Computer Vision "Skin Texture Features For Face Recognition"
Master	Mathematics-Computer Science (with highest honor) "Genetic Approach (GA) For 0-1 Knapsack Problem (KP)"
Fellowship	

Professional Record: (Beginning with the most recent)

Job Rank	Place and Address of Work			Date
Assistant Professor	University of Dammam	Dammam	KSA	Nov 2014- Now
Lecturer	Science College for Girls	Dammam	KSA	May 1998- Nov 2014
Graduate Assistant	Science College for Girls	Dammam	KSA	April 1993- May 1998

Administrative Positions Held: (Beginning with the most recent)

Administrative Position	Office	Date

Scientific Achievements

Published Refereed Scientific Researches

(In Chronological Order Beginning with the Most Recent)

#	Name of Investigator(s)	Research Title	Publisher and Date of Publication
1	G.F.AI-Qarni and F.Deravi	"Facial Skin Texture as a Source of Biometric Information"	<i>International Journal of Signal Processing, Image Processing and Pattern Recognition (IJSIP), vol.5 , no.4, pp.57-68 ,Dec 2012</i>
2	Gharsa AlGarni; Madina Hamiane	"A novel technique for automatic shoeprint image retrieval"	<i>International Journal on Forensic Science, 181, pp.10-14, 2008.</i>

Refereed Scientific Research Papers Accepted for Publication

#	Name of Investigator(s)	Journal	Acceptance Date

Scientific Research Papers Presented to Refereed Specialized Scientific Conferences

#	Name of Investigator(s)	Research Title	Conference and Publication Date

Completed Research Projects

#	Name of Investigator(s) (Supported by)	Research Title	Report Date

Current Researches

#	Research Title	Name of Investigator(s)

Contribution to Scientific Conferences and Symposia

#	Conference Title	Place and Date of the Conference	Extent of Contribution
1	In: 5th International Workshop on Computational Forensics", in conjunction with ICPR 2012	Tsukuba, Japan, Tsukuba International Congress Center, November 11, 2012	"Partial Face Recognition using the Forehead Region Alone"
2	In: A. Campilho and M. Kamel (Eds.), <i>9th International Conference on Image Analysis and Recognition (ICIAR)</i>	<i>Aveiro, Portugal</i> , Lecture Notes on Computer Science, Springer, Heidelberg, v. 7325, pp. 30-37, 2012.	"Explicit Integration of Identity Information from Skin Regions to Improve Face Recognition"
3	<i>School Research Conference 2012</i>	School of Engineering and Digital Arts, University of Kent, Canterbury, UK, 13 January, 2012	"Exploitation of Pure Skin Regions for Face Recognition"
4	<i>4th Saudi International Conference (SIC)</i>	University of Manchester, Manchester , UK, 30-31 July, 2010.	"Forehead Skin Texture as a Source of Biometric Information"
5	<i>3th Saudi International Conference (SIC)</i>	University of Surrey, Surrey, UK, June, 2009	A novel technique for automatic shoeprint image retrieval Information"

Membership of Scientific and Professional Societies and Organizations

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Teaching Activities

Undergraduate

#	Course/Rotation Title	No./Code	Extent of Contribution (no. of lectures/Tutorials. Or labs, Clinics)
1	Mobile Application Programming	CS 526	Lectures and labs
2	Fundamentals of Programming	CS 221	Lectures and labs
3	Introduction to Computing	CS 211	Lectures and labs

Brief Description of Undergraduate Courses Taught: (Course Title – Code: Description)

1	<p>Mobile Application Programming-CS 526: This course gives an introduction into the programming of applications for smart mobile phones. The intention of this course is to provide students with information to make their own applications for mobile phones. Main focus is on applications with network support such as client-server applications. So far <i>Symbian OS</i>, <i>Windows Mobile</i> and <i>Maemo</i> are taken under consideration as development platforms. <i>Python</i> for <i>S60</i>, <i>Java 2 Micro Edition (J2ME)</i> and <i>Symbian C++</i> are the programming languages chosen for applications' development during the course. The course can be held at different levels offering basic and enhanced knowledge, thus students will gain technical issues that improve their programming skills and opens mass of jobs opportunities. The course will give a detailed introduction to the different platforms and programming languages for mobile phones. It will also provide students with the skills to program in <i>Python</i> for <i>S60</i>. After this course the students will be able to program their own applications.</p>
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2	Fundamentals of Programming-CS 221: This knowledge area consists of those skills and concepts that are essential to programming practice independent of the underlying paradigm and programming language. Specific topics covered include: an overview of algorithms and problem-solving (problem solving strategies, role of algorithms in the problem-solving process, etc), fundamental programming constructs (variables, types, expressions, simple I/O, conditional and iterative control structures, functions, recursion, pointers, etc.). The study of programming language features and programming paradigms. Control, run-time environments, and semantics are examples of procedural, functional, logical, and object oriented programming. In practice the programming language used is ANSI-C, the syntax aspect of language and some pragmatic aspects such as comparison of interpreters and compilers and language translation phases must be studied in laboratory.
3	Introduction to Computing-CS 211: This course introduces the main concepts of computer science. It includes the basics of computing: hardware, Software, Connectivity, and users, the different types and features of computers. It presents also the data types and data Representation. A Simple Computer System architecture is presented so to emphasize on main components, secondary storage devices, types of memory, Hardware, software and people. The principal Peripheral Devices are also presented: Input, Output and storage, Data preparation, Factors affecting input, Input Devices, Output Devices, Secondary Storage devices, Communication between CPU and input/output devices. Software aspects are introduced like Problems-Solving and programming: Algorithm development, Flowcharts, Looping, Some programming Features, Pseudo code, Some structured programming concepts, Documentation, as well as Programming Languages: Machine language and assembly language, High-Level and Low-Level languages, assemblers, compilers and Interpreters. Finally, the course presents the computer and communication aspects, as well as different features of operating Systems.

Postgraduate

#	Course/Rotation Title	No./Code	Extent of Contribution (no. of lectures/Tutorials. Or labs, Clinics)

Brief Description of Postgraduate Courses Taught: (Course Title – Code: Description)

1	
2	

Course Coordination

#	Course Title and Code	Coordination	Co-coordination	Undergrad.	Postgrad.	From	to

Guest/Invited Lectures for Undergraduate Students

#	Activity/Course Title and Code	Subject	College and University or Program	Date

Student Academic Supervision and Mentoring

#	Level	Number of Students	From	to

Supervision of Master and/or PhD Thesis

#	Degree Type	Title	Institution	Date

Ongoing Research Supervision

#	Degree Type	Title	Institution	Date

**Administrative Responsibilities, Committee and Community Service
(Beginning with the most recent)**

Administrative Responsibilities

#	From	To	Position	Organization

Committee Membership

#	From	To	Position	Organization

Scientific Consultations

#	From	To	Institute	Full-time or Part-time

Volunteer Work

#	From	To	Type of Volunteer	Organization

Personal Key Competencies and Skills: (Computer, Information technology, technical, etc.)

1	
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Last Update

8/11/2016