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# MALEK AL-SADEQ

## Curriculum Vitae (C.V)

### Personal Data:

- **Title:** Mr.
- **Name:** Malek Ahmad Al-Sadeq
- **Date & Place of birth:** Maithaloun – Jenin, April 29<sup>th</sup> , 1973
- **Marital Status:** Single
- **Place of Residence:** Sweden-Palestine
- **Nationality:** Palestinian

### Educational Background:

- **Secondary Stage:** *1989-1991 Maithaloun's Secondary School - Palestine.*
- **High-School Diploma (Tawjihi):** *1991 Scientific Stream.*
- **Higher Education:** *Bsc in Architectural Engineering: 1991-1996 An-Najah National University – Nablus..*
  - **Courses and projects included:**
    - Islamic & Modern Architecture.
    - Housing.
    - Urban & regional planning.
    - Landscape.

- **Post Graduate Studies:** *Msc in Applied Information Technology specializing in Art and Technology, 2005 – 2007:* IT University of Göteborg – Göteborg, Sweden.
- **PhD:** *Currently, a PhD student at the IT University of Göteborg - Göteborg, Sweden.* The research topic is (Generative Comic Stripes - An Exploration of Generative Drama and its Visual Representation).

## Practical Experience:

- **1996:** *Office manager for (Universal Computers & Elec. Co. branch in Nablus):*  
A computer trading co. which had two branches in Palestine; the main one in Ramallah city and the other in Nablus city. This company provided services in both hardware & software for PC computers.
- **1996-1997:** *Architectural Engineer – Ramallah, Dr. Samir Helou office.*
- **1997-2000:** *Architectural Engineer and Designer at “Dar Al-Amarah for Engineering & Consults”, Tulkarm:*  
The designed projects included:
  - Schools.
  - Houses & Villas.
  - Mosques.
- **2000-Aug 2002:** *Self-Employed - Private Engineering Office:*  
Designing and supervising many projects including: houses, mosques and public buildings.
- **1997-2002:** *Graphic Designer & Digital Photographer:*  
The main projects included: printed designs (flyers, books, posters, advertisements...etc), digital photography effects and reparations.
- **Aug 2002-Oct2004:** *Architect & team leader at Jenin-Camp Rehabilitation Project (UNRWA):*  
The Jenin Camp Rehabilitation Project was aimed at repairing and reconstructing the damaged houses and infrastructure in Jenin refugees’ camp after the invasion of the Israeli Military in 2002, with a total budget of \$27 million. The project was supervised by UNRWA and lasted for more than 2 years; I worked as an Architect & team leader

for a group of engineers and draftsmen, some of my responsibilities and works included:

- Designing and supervising a new housing project consisted of around 200 houses.
- Reconditioning and rebuilding a large number of building which were demolished or damaged during the invasion.
- Constructing & Supervising the project's CAD system includeding: general consultations, maintaining and reconfiguring the CAD software and designing the graphical interface, templates and workspace.
- **Jan 2008 – Now:** Lecturer at the Graphic Design department – Faculty of Fine Arts at An-Najah National University, Nablus – Palestine. Some of the courses I teach are:
  - Graphic design.
  - Animation.
  - Printmaking and engraving.
  - Typography.

### Other Experience:

- Very good knowledge of computer science in both software & hardware (*for both PC & MAC systems*).
- Art skills & experience in Painting, Graphic design, comic strips, and three dimensional presentations.
- Practical experience in low-cost housing design.
- Supervising and training experience in AutoCAD and Adobe applications.
- Practical knowledge and experience in Animation and Storytelling.

### Recent Projects and Exhibitions:

- **March – May 2005:**

*Comic Magazine:* A comic magazine (for kids of age 6-14 years); the 1<sup>st</sup> issue was published in Palestine in May 2005.

- **Sep - Dec 2005:**

*Interactive room:* An interactive room in regards to the instability of Gothenburg city due to its location on a muddy land. The room's floor was covered by mud except of some tiles which reacted to the audience's steps by presenting related video clips of the city.

This work which was a corporate project with Olle Hüge and Gessa Friederichs-Büttner exhibited in the “Hidden Agenda Exhibition” which took place on 18-19th December-2005 in the Art & Technology building – IT University of Göteborg.

- **Jan 2006 – May 2006**

*Brushbot 1:* A mobile painter robot, which generates paintings and drawings using a paintbrush in a traditional way.

- **Dec 2006 – March 2007:**

*Brushbots’ Installation:* An installation of two mobile robots that generate paintings together. This project was exhibited in “Future” exhibition at IT-Ceum (<http://www.itceum.se/artandtech.php>) in Linköping – Sweden which took place from Dec 2006 - March 2007.

- **June 2007:**

*Traditional Painter Robot – Master Thesis:* A mobile robot which is capable of generating abstract paintings based on Kandinsky’s theories. This work exhibited in the “Ultimate Solution Exhibition” (2nd – 10th June, 2007 in the Art & Technology building – IT University of Göteborg).

## Publications:

- Traditional Painter Robot: A Mediation Tool between Futurism and Traditionalism in Art. (Published by Designs on E-Learning International Conference: 12<sup>th</sup> -14<sup>th</sup> September 2007), University of the Arts, London, UK (<http://www.designsonelearning.net/index.php>).

## Conferences and Workshops:

- Simplicity the Art of Complexity (Ars Electronica): Linz – Austria (31<sup>th</sup> Aug- 5<sup>th</sup> Sep 2006).
- Future (IT-Ceum): Linköping - Sweden (1<sup>st</sup> -3<sup>rd</sup> December 2006).
- Design & Emotion (IT-University of Gothenburg): Gothenburg – Sweden (27<sup>th</sup> -29<sup>th</sup> September 2006).
- Designs on E-Learning International Conference: London – UK (12<sup>th</sup> - 14<sup>th</sup> September 2007).

## Languages:

**Arabic, English.**