George Ramzi

Curriculum Vitae

School of Computing
University of Kent
✉ *G.Ramzi@kent.ac.uk*
GeoRamzi *Linkedin* *Website*

Profile

Teaching-track Lecturer in the School of Computing at Kent, teaching a combination of Software Engineering topics, Video Games Development, and Creative Computing.
Experience creating, writing, and delivering new modules, and integral to launching a new course within Computing. Taking a leading role building a Scholarship community in the School, launching the School's new Scholarship seminars to bring more parity between Teaching-track academics and Research Academics.
Core languages: Swift, Python, C#, Java, and MATLAB.

Education

2018 – 2025 **PhD, Computer Science**, *University of Kent*.
Neural perceptions of auditory stimuli for the assessment and measurement of hearing acuity. Awarded in October 2025.

2015 – 2018 **BSc (Hons), Computing**, *University of Kent*, 1st.

Career

2023 – Present **Lecturer in Computing**.
Current position; Responsible for managing modules, setting assessments, coordinating class supervisors across classes and assignment marking deadlines, higher-level administrative responsibilities, and taking on greater responsibility within the department.

In this role, I have designed Kent's advanced Software Engineering module; From proposing the module initially, fleshing out the content, planning the assessments, and delivering the module.
Also taken a leading role in designing Kent's new Video Game Development course – Including planning the upcoming Advanced Video Game Development module, project module, and teaching activities across multiple campuses.

2022 – 2023 **Teaching Fellow**.
Higher-responsibility class supervision role, with responsibilities for managing modules, delivering guest lectures, supervising undergraduate final-year projects, and undertaking more administrative responsibilities.

2018 – 2022 **Hourly Paid Lecturer**.
Entry-level class supervisor position undertaken during my PhD. Responsible for managing and delivering classes, supporting students, grading coursework, and providing detailed feedback to foster learning.

Teaching

2023 – Present **COMP5009 Software Engineering**.
An introduction to Software Engineering concepts, this module introduces students to version control systems, Unit Testing, Continuous Integration, Agile methodologies, Open Source Software, and more. Nominated for a KSU Teaching Excellence Award.
"I find his lecture the most engaging, informative and entertaining since starting the university. It's clear he puts a lot of effort in when making the materials for the lectures. I really enjoy the interactiveness of his lectures as the group polls on less serious topics create a fun low pressure way to interact with the lecture and keep focus"

2025 – Present **COMP6003 Software Engineering Practice**.

I proposed, designed, and delivered this module, as an attempt to introduce advanced software engineering practices into the course. This module introduces students to more advanced topics, such as containers and Docker, advanced topics in Git, NoSQL databases, Kubernetes, and utilising AI.

2022 – Present **COMP6018 Video Game Development**.

A zero-to-journeyman module, teaching students with no prior game development experience how to utilise the Unity game engine to build their first game. Taught numerous classes on the module, with high student satisfaction and feedback.

"Love this module! Even though I found it quite challenging becasue I'm very new to unity, but I have thoroughly enjoyed it. has been a great module and my class supervisors - George, Antonine [sic] and Dan have been extremely helpful and have assisted my progress."

"The seminar leaders have been exceptional in furthering my interest in the subject and their passion for the subject is contagious. Their positive support from initial game idea to end prototype has made the entire process joy, making it one of my favourite modules. The seminar leaders' willingness to explore topics along with me as a student has made me strive to do better research in my own time."

2021 – Present **COMP6008 Computational Creativity**.

Examines the use of computers to emulate creativity, as a vehicle for exploring creativity in humans. Discusses the use of AI as a creative system, and how to write and build systems to emulate human creativity.

Previous modules

2022 – 2024 **WCOMP101**, *Unix and LaTeX*.

Rewrote module from scratch, bringing the content up-to-date with modern standards, and redesigning the module to be more suitable as a vehicle for Teaching Fellows to gain lecturing and module management experience in a safe and structured way.

2025 **COMP8362**, *Machine Learning Algorithms*.

Taught the mathematical underpinnings of Machine Learning algorithms, building up from Support Vector Machines, Hebbian learning, and escalating to Backpropogation.

2023 – 2025 **COMP5850/COMP8260**, *AI Systems Implementation*.

An introduction to machine learning algorithms for Second Year and conversion MSc students, teaching mathematical thinking, Convolutional Neural Networks, Q-Learning, and Reinforcement learning with Deep-Q networks.

2025 **COMP8160**, *eHealth*.

Teaching Systems and Tools

COMP5570, *Automated marking suite*.

Assisted the module's lecturing team in building a custom automated marking suite, designed to assess 300+ student's coursework submissions and provide feedback for the students.

Wrote an automated marking program to assess student's programs against a simplified assembly language.

PTManager, *Peer-Tutor scheduling and management platform*.

Built a custom web application in Django for managing Peer Tutor staff.

Previous management had taken place in an ad-hoc manner utilising spreadsheets, but this did not scale and artificially restricted the role. To alleviate this, PTManager simplified the process; Staff could provide their availability, receive shift allocations, and view their timesheet/attendance data. Class supervisors could enter attendance data for their supporting staff. All shifts could be exported to Microsoft Shifts, which allowed for more flexibility and greatly increased Peer Tutor engagement.

In the process of being rebuilt from the ground up for long-term maintainability before an open-source release.

Educational Scholarship

2026 **WMSEE 2026**, *Workshop on Modern Software Engineering Education*.

Requested attendance at WMSEE 2026 as a chance to discuss Software Engineering education with other educators, to better inform the Software Engineering offerings at Kent.

Presented a talk on my recent activities focused on improving the quality and accessibility of my lectures.

2022 **Quarto & Reveal.js educational infrastructure**.
Built and maintain custom teaching infrastructure to design and deliver more accessible and interactive lecture material utilising Quarto and Reveal.js.
Slides are more interactive, with improved visualisations of computer-science topics including Directed Acyclic Graphs for Git (available at GeoRamzi/DAGraph), direct interactivity through live polls embedded into the slides, the ability for students to anonymously ask questions during lectures to ask for clarification, and more.~

2020 – 2023 **Peer Review for Springer Nature & IJCAI**.

Present **Research Interests**.
Ethical use of AI in education, supporting students in utilising AI without degrading pedagogy, and the value and benefits of peer-supported learning.

Professional Membership

2026 – Present **ACM**, Association of Computing Machinery

2026 – Present **SIGCSE**, Special Interest Group on Computer Science Education, *ACM*

2026 – Present **UK SIGCSE**, UK Chapter of the Special Interest Group on Computer Science Education, *ACM*

Administrative Responsibilities

2022 – Present **Peer Tutor Coordinator**.
Responsible for hiring, scheduling, line managing, and supporting all of the School of Computing's Peer Tutors – A collection of undergraduate students employed by the school to provide help and support to other students throughout their studies.

2025 – Present **Employability Lead**.
Responsible for supporting students into placements, and helping students build working and studying skills to assist them in finding their future roles.

2026 – Present **Scholarship Seminar Lead**.
Proposed and led the creation of the School's Scholarship seminars; Responsible for organising discussion seminars and presentations about teaching practice, building a space for teaching-track academics to share their work, views, experience, and experiments.

2022 – Present **Academic Advising**.
Acted as an academic advisor for dozens of students, supporting them throughout their degree with questions, queries, and difficulties, and helping them to flourish during their degree.

Technical Skills

Programming Languages: Proficient in: Swift, C#, Python, Java, SQLite, RDF/OWL/SparQL. Experience with: Shell, PostgreSQL, and MATLAB

IDEs: Experienced with XCode, The Jetbrains suite (IntelliJ, PyCharm, Rider, etc.), Jupyter Notebooks/Jupyter Lab, Marimo, GNOME Builder

Tools / Frameworks: Quarto, SwiftUI, SwiftData, Vapor, Unity, Godot, Linux/Unix operating systems, LaTeX, Jupyter Notebooks/Lab, Marimo, Git + Gitlab, GTK3/4

Training & Awards

2027 ***Leadership in Education and Academic Practice (LEAP)*** training course.

2026 ***Foundations of management*** training course.

2026 ***EDI Sensitivity Session for Line Manager*** training course.

2026 ***UK Advising and Tutoring Association (UKAT) Academic Advisor Training***.

2026 *Nomination for* ***KSU Teaching Excellence Award***.

Publications

George Langroudi, Anna Jordanous, and Ling Li. Music Emotion Capture: sonifying emotions in EEG data. In *AISB Symposium on Emotion Modeling and Detection in Social Media and Online Interaction*, volume 5, 2018.

George Langroudi, Anna Jordanous, and Ling Li. Music Emotion Capture: Ethical Issues Around Emotion-Based Music Generation. 2020.

George Ramzi, Ian McLoughlin, and Ramaswamy Palanippan. Did You Hear That? Detecting Auditory Events with EEGNet. In *2023 45th International Conference of the IEEE Engineering in Medicine and Biology Society*, pages 919–922, 2023.

George Ramzi, Ramaswamy Palaniappan, and Ian McLoughlin. Auditory Evoked Potential Detection During Pure-Tone Audiometry. In *2021 10th International IEEE/EMBS Conference on Neural Engineering (NER)*, pages 919–922, 2021.

Note: Name changed from George Langroudi to George Ramzi in 2023, with IEEE updating retroactively.

References

References available upon request.