

FREDRICK .M OGORE

DIRECTOR ||COMPUTER SCIENCE LECTURER

About Me

Passionate Computer Science and IT
Lecturer, Mentor, and Results-Driven
Proactive Leader, currently serving as
Director of Design for Delight(D4D)
and SPATIAL AI Implementation Lead
at Daystar University using the EON XR
platform.

I teach Artificial Intelligence, Artificial Neural Networks (ML), Human-Centered Interaction, Design Thinking/ UX and Software Engineering, fostering innovation and impactful learning.

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- fogore@daystar.ac.ke

 designfordelight@daystar.ac.ke

 fredmikan@gmail.com
- Directorate Location:
 School of Nursing First Floor

Language

- English
- Swahili

Experience

Presently - Director- Design For Delight (D4D)

(Human Centered Design Approach)

Passionate D4D Director dedicated to fostering innovation, empathy, and customer delight through human-centered design, digital transformation, and inclusive solutions that enhance experiences and impact communities.

Director, Design for Delight – Roles and Responsibilities:

- Foster a culture of innovation, empathy, and customer delight across the university.
- Lead user-centered design projects that enhance student and stakeholder experiences.
- Align D4D initiatives with Daystar University's strategic goals and values.
- Promote creative problem-solving, collaboration, and continuous improvement in teaching and service.

Presently ~ SPATIAL AI -Implementation Team Lead

Committed to advancing spatial intelligence, driving innovation, and delivering impactful, data-driven solutions that enhance learning experiences and training the university community.

SPATIAL AI Implementation Lead – Roles and Responsibilities:

- Lead integration of spatial computing and AI across teaching and learning.
- Oversee EON XR platform deployment and utilization.
- Collaborate with faculty to design immersive, curriculum-aligned content.
- Train and support staff and students on XR tools.
- Promote innovation, research, and digital transformation at Daystar University.



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Experience

Presently - Computer Science & IT Lecturer.

Teaching Artificial Intelligence, Artificial Neural Networks, Human-Centered Interaction, Design Thinking, Software Engineering, mentorship and Project Supervision for final students while driving innovation and impactful solutions.

Teaching Roles and Responsibilities:

- Teach Artificial Intelligence, Artificial Neural Networks, Human-Centered Interaction, Design Thinking, and Software Engineering.
- Mentor and supervise final-year student projects to ensure quality and innovation.
- Foster creativity, critical thinking, and problem-solving in learners.
- Integrate emerging technologies to enhance practical learning and impactful outcomes.

Education

United States International University

PhD Information Systems Technology 2023 - 2026||

Research Focus: Al and H.C.I in Techno-stress Mitigation.

Kurukshetra University -Haryana State India Master of Computer Science- Software Engineering 2006- 2009

Kurukshetra University - Haryana State IndiaBachelor of Science Information Technology

Bachelor of Science Information Technology 2002- 2006

References -On Request.

Technical Skills and Training

- CISCO -CCNA
- HUAWEI Technologies-HCNA, HSAN
- CEH- Certified Ethical Hacking.
- Microsoft .NET Technologies -ASP .Azure.
- Smart Apiary Systems (I.o.T)

Programming Languages

- Programming: C++, Java, Python, R.
- Graphics and Animation: OpenGL,
 Blender

Other Skills

- Management /Leadership Skills
- Training and Teaching
- Networking design and implementation.
- Project supervision and implementation
- Critical Thinking
- Research