

# ERDEM MURAT

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## Education

### George Mason University

January 2022 – May 2023 (Expected)

*Master of Science in Computer Science*

*Fairfax, VA*

- Member of the Design Computing and eXtended Reality (DCXR) research group.
- Leading member and Secretary of the Computer Science Graduate Students Association (CSGSA).

### George Mason University

August 2018 – December 2021

*Bachelor of Science in Computer Science*

*Fairfax, VA*

- Dean's List: Spring 2020, Summer 2021, Fall 2021

## Academic Research

### Understanding User Experience of Online Education in Metaverse: A Systems Perspective

November 2022

*Ruizhi Cheng, Erdem Murat, Lap-Fai Yu, Songqing Chen, Bo Han*

- Built a Mozilla Hubs server-client system and wrote JavaScript scripts to record platform performance through API.
- Used Python and Jupyter Notebook to compute, visualize and analyze systems data.
- Gave a VR lecture to 23 Graduate students and later assisted a well-established researcher using my platform for a speech.
- Completed study with a total of 4 lectures in which qualitative user data & quantitative systems data have been recorded to document a detailed systems understanding of VR education and user experience through an academic paper.

### Machine Learning Automation for Virtual Reality - Master's Thesis

December 2022

- Developed a system to address a limitation in VR development research and proposed a solution that improves user experience through both qualitative and quantitative user data collected.
- Used procedural game difficulty design to generate various game levels to better understand and test the relationship between game parameters and user experience.
- Obtained IRB certificate for social and behavioral research and collected data from over 50 users playing my VR game.

## Experience

### Design Computing and eXtended Reality (DCXR)

January 2022 – Present

*Virtual Reality Researcher, Lab Member*

*George Mason University*

- Advisor: Prof. Lap-Fai (Craig) Yu
- Through DCXR, I have engaged in three different academic research projects so far.
- As a member of the lab, I receive mentorship from Prof. Yu, collaborate with lab members, access equipment required for research, and attend seminars, conferences, and related events.

### Global Co Lab Network

July 2022 – Present

*Virtual Reality Director*

*Arlington, VA*

- Developing and maintaining VR Hubs for the Co Lab to host conferences and present fieldwork addressing social issues.
- Instructor and mentor for three teams participating in the UN Sustainable Development Goals (SDG) Metaverse Competition where contestants develop their own VR environments to address to an SDG.

### Reviewer

January 2023

*IEEE VR 2023*

### Cyber Bytes Foundation

June 2022 – July 2022

*Building in VR Camp Instructor*

*Stafford, VA*

- Created a 5-day schedule with 7 hours of teaching material each day to teach virtual reality development to a classroom of 20 students.
- Used my knowledge gained in university lectures, scholarly research, seminars, and academic conferences to create content that comes from the field of VR and is highly educational, comprehensive, and unique.
- Integrated advice from the Mozilla Hubs team to further improve the quality of teaching materials on Mozilla Hubs.

## Projects

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### VR Soccer - Virtual Reality Game | *Unity, C#, Plastic SCM, VS Studio* January 2023

- Developed a soccer virtual reality game that works by attaching controllers to the feet of the user.
- Wrote Scripts to enhance the physics realism of the ball by making various calculations on the trajectory, curve of the ball, and foot contact point.
- Developed a training system that can also record and play-back user performance.
- Used VS Studio Debugger and Diagnostics tools to debug code and improve performance.

### Motion Planning for A Multi-Robot System | *ROS, Gazebo, Python, A.I* November 2022

- In a team of three, used Gazebo and ROS to create a multi-robot environment with obstacles and motion-planning to allow for autonomous robot movement.
- Used Continuous Conflict-Base Search to build a motion planner's pipeline for multi-robot navigation without collisions.

### Virtual Reality Education | *JavaScript, Distributed Systems, AWS, Code Profiling* October 2022

- Utilized Amazon Web Services to deploy a private Mozilla Hubs server on an Amazon AWS EC2 instance (t3.medium) to conduct user studies. Used Glances to monitor its resource utilization and tcpdump to capture and analyze the network traffic on the server side.
- Modified open-source Mozilla Hubs client code and injected custom scripts to track user-data and client-side performance.
- Created an API to collect client-side data sent by scripts to be saved and later analyzed for research.

### Why Did the Chicken Cross the Road? - Virtual Reality Game | *Unity, C#, VS Studio* November 2021

- Researched numerous PC, mobile, and VR games to design and build a VR game that is addictive and fun to play.
- Implemented procedural-level design and game development techniques like 3D noise, environmental triggers, and motion sensing to create a well-rounded, and functional game.

### Test the Heights - Virtual Reality Game | *Unity, C#, VS Studio* November 2021

- Utilized interactive systems to craft a thrilling and immersive experience.
- Performed user-testing to get feedback from 14 users in various stages of the game to make improvements continuously.

## Technical Skills

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**Languages:** Python, C#, C++, C, Java, SQL, HTML/CSS, JavaScript, R, SAS, MATLAB, Assembly

**Developer Tools:** Unity, Unreal, Spoke

**Softwares/Tools:** Visual Studio, Git/GitHub, Eclipse, Blender, Microsoft 365, Photoshop, Plastic SCM

## Organizations / Involvements

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### Computer Science Graduate Students Association (CSGSA) May 2022 – Present

*Secretary*

*George Mason University*

- Leading member and Secretary of the Computer Science Graduate Students Association (CSGSA) at George Mason University.
- Responsible for recording meeting progress and organizing networking events for Graduate students.

### Fairfax Public Access October 2022

*360° Video Recording Personnel*

*Turkish American TV*

- Managed video recording equipment and distributed of 360° content during the 2022 DC Turkish Festival for TATV.