

Ayca Bige Solmaz

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EDUCATION

BA, Computer Science

Expected May 2023

Boston University College of Arts and Sciences; Boston, MA | Dean's List Spring 2020

- *Relevant Coursework*: Computer Science I & II, Combinatoric Structures, Computer Systems, Geometric Algorithms, Introduction to the Analysis of Algorithms, Business, Ethics, and the Creation of Value
- *Languages*: Proficient in English and Turkish, conversational Japanese, Italian, and Spanish.
- *Skills*: Java, Python, C/C++, Unity, HTML/CSS/Javascript, ReactNative, Swift, Flask, SQL, LaTeX, Microsoft software, Figma, Adobe Creative Cloud software, Wireframing, User Research, Usability Test.

International Baccalaureate Diploma Program with Honors

May 2019

The Koc School, High School Diploma, Istanbul, Turkey

WORK EXPERIENCE

BU Spark! Innovation Fellowship; Boston, MA

January 2021 – May 2021

Innovation Fellow | Highly competitive project-based fellowship at Boston University

- Guided a team of developers to design and implement a solution to a desired problem over a course of a semester.
- Developed the product, UI/UX research, ideated the wireframe, tested, and crafted the product solution.

XR Terra; Boston, MA

September 2020 – February 2021

AR/VR Developer | Certificate

- Worked with a team of people to implement AR/VR game projects and collaborated with RYOT studios to provide products with AR/VR implementations.

PROJECTS

VR Car Showroom; Developer

January 2021

- Implemented an interactive user interface for users to change the environment of the displayed car and developed car customization features for users to change the appearance of the cars as desired (Unity)

AR Cocktail Maker; Developer

February 2021

- Developed a fully immersive Augmented Reality Android mobile application that renders cocktail recipes based on the type of liquor available at home (Unity)

Eyeball; Developer, Product Manager, and UI/UX Researcher

January 2021 – Present

- Strategize a solution for international high school/college Basketball players to showcase their athletic achievements in the most optimal way through the implementation of computer vision and web application.
- Formulated job maps, customer personas, validation experiments, user story maps, user story maps, continuous integration methods, and Agile development methods.
- The implementation included OpenCV and TensorFlow for object detection, HTML/CSS/Javascript, Figma, and Adobe XD for frontend development, and Flask and SQL for backend development.

ACTIVITIES/LEADERSHIP

Computer Science Mentor in EmpowHER; USA

September 2020 - Present

- Guided a group of high school students through platforms and coding languages such as Javascript, HTML, CSS, GitHub, and several mobile application development platforms.

Computer Science Ambassador; Boston, MA

January 2021 – Present

- Advance strategy to accelerate the knowledge base of freshman in computer science by mentoring them about introductory computer science concepts and the resources available at Boston University.

CS Connect Event Coordinator & Social Media Manager; Boston, MA

September 2020 - Present

- Coordinated and planned events such as Q&A with Bloomberg, Code & Chill, and Big-Little Mentorship program for the Boston University student body to excel in their computer science journey.

Graphic Designer at Are We Cool?; Boston, MA

October 2020 - Present

- Designed graphics for Are We Cool?'s social media to combat social media negativity and spread information about current international political affairs.