DENIZ MEVLEVIOGLU
PhD Candidate

Profile

A Computer Science PhD candidate at University College Cork, researching real-time anxiety prediction in Virtual Reality Exposure Therapy. Research interests include on-body physiological sensors, machine learning and Virtual Reality. Experienced tutor and demonstrator for varying topics in Computer Science such as web development, authoring and 3D modelling.

Contact

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Skills

- Academic Research
- Virtual Reality
- Machine Learning
- Tutoring
- Web Development

Technologies

- Unity
- C#
- Blender
- Java
- Three.js
- Python
- Keras
- TensorFlow
- SKLearn
- Git
- HTML
- CSS
- JS
- PHP
- MySQL

Languages

- Turkish (Native)
- English (Bilingual)

Publications

Deniz Mevlevioğlu, Sabin Tabirca, and David Murphy. 2021. Emotional Virtual Reality Stroop Task: Pilot Design. In Proceedings of the 27th ACM Symposium on Virtual Reality Software and Technology (VRST '21). Association for Computing Machinery, New York, NY, USA, Article 66, 1–3. DOI: 10.1145/3489849.3489952

Deniz Mevlevioğlu, David Murphy, and Sabin Tabirca. 2021. Visual Respiratory Feedback in Virtual Reality Exposure Therapy: A Pilot Study. In ACM International Conference on Interactive Media Experiences (IMX '21), June 21–23, 2021, Virtual Event, USA. ACM, New York, NY, USA 6 Pages. DOI: 10.1145/3452918.3458799

Deniz Mevlevioğlu, David Murphy, and Sabin Tabirca. 2021. In Real-time Anxiety Prediction in Virtual Reality Exposure Therapy. in Adjunct Proceedings of the ACM IMX '21, June 21–23, 2021, New York City, US. DOI: 10.6084/m9.figshare.14699751.v1

Education

2020-2024	**PhD in Computer Science**, *University College Cork* Thesis title: "Real-time anxiety prediction in Virtual Reality Exposure Therapy"	
2018-2019	**MSc in Interactive Media**, *University College Cork* Thesis title: "Visual respiratory feedback in virtual reality"	1:1 Honours
2012-2016	**BA in Psychology**, *Bahcesehir University*	2.94 GPA

Other Education

2020	**Research Integrity**, *Epigeum by Oxford University Press* Specialty Training in Human Subjects Protection
2018	**Pedagogical Formation**, *Marmara University*

Professional Memberships

ACM SIGCHI   The Special Interest Group on Computer–Human Interaction

IEEE WIE   Women in Engineering

Experience

2020–Present

Tutor, *Munster Programming Training by University College Cork*
Topics: + *Web Development and Design +Databases*
Responsibilities:
- Delivered lectures to two classes of approximately 40 secondary school students over the course of 10 weeks
- Provided hands-on tutorials with multiple exercises
- Assigned and graded assignments

Skills and technologies: -HTML -CSS -JavaScript -SQL -MySQL -PHP -Apache

2019–Present

Demonstrator, *School of Computer Science, University College Cork*
Topics: + *Web Development +Authoring +3D Graphics and Modelling +Graphics +Future and Emerging Interaction Technologies +Human–Computer Interaction +Internet–based applications*
Responsibilities:
- Demonstrated for practical sessions to a class of approximately 40 MSc students over the course of one semester
- Delivered tutorials in various topics
- Helped students with problem solving

Skills and technologies: -Virtual Reality -Python -Java -HTML -CSS -JavaScript -PHP -Blender -jQuery -three.js -WebGL

2019–2020

Web Developer, *Freelance*
Responsibilities:
- Developed and deployed custom personal and e-commerce websites using
- Worked with web designers to synchronize web presence with brand identity and logo.
- Employed search engine optimization tactics to increase reach of targeted audience.

Skills and technologies: -WordPress -HTML -CSS -JavaScript -PHP

2019

Tutor, *School of Arts and Humanities, University College Cork*
Topic: *Concepts and Collaboration in Digital Humanities*
Responsibilities:
- Delivered step-by-step tutorials on how to set up a personal website to a class of approximately 40 BA students
- Introduced and familiarised students with technologies useful for academia
- Helped students with problem solving

Skills and technologies: -WordPress -HTML -CSS -Zotero

Activities

Student Volunteer Chair, *ACM IMX 2022*
Acted as a member of the organising committee for ACM Interactive Media Experiences, the leading international conference for research into interactive media experiences.

Guest Lecturer, *University College Cork*
Delivered a guest lecture with the topic "Using Python for Scripting in Blender" to MSc Interactive Media Students, including a tutorial.

Member of Team Xhalers, *VR4Rehab Hackathon*
Worked with a team of physiotherapists, nurses, physicians and other computer scientists to design and prototype "Short games for long covid"; a VR application for aiding in the management of long-covid symptoms in the VR4Rehab hackathon by Interreg.