

# DENİZ MEVLEVIOĞLU

## 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

Address: Western Gateway Building 1.12  
Western Road, Cork  
Email: [d.mevlevioglu@cs.ucc.ie](mailto:d.mevlevioglu@cs.ucc.ie)  
Website: [denizmev.com](http://denizmev.com)

### Education

2020–2024	<b>PhD in Computer Science</b> , <i>University College Cork</i> Thesis title: “Real-time Anxiety prediction in Virtual Reality Exposure Therapy”	
2018–2019	<b>MSc in Interactive Media</b> , <i>University College Cork</i> Thesis title: “Visual respiratory feedback in virtual reality”	1:1 Honours
2012–2016	<b>BA in Psychology</b> , <i>Bahcesehir University</i>	2.94 GPA

### 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](https://doi.org/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](https://doi.org/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](https://doi.org/10.6084/m9.figshare.14699751.v1)

### Professional Memberships

ACM SIGCHI	The Special Interest Group on Computer–Human Interaction
IEEE WIE	Women in Engineering

### Other Education

2020	<b>Research Integration</b> , <i>Epigeum by Oxford University Press</i> Specialty Training: Human subjects protection
2018	<b>Pedagogical Formation</b> , <i>Marmara University</i>

## 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.

## Skills

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

## Technologies

- Unity
- C#
- Blender
- Java
- Three.js
- Python
- Keras
- TensorFlow
- SKLearn
- Git

## Languages

- Turkish (Native)
- English (Bilingual)