FETTAH KIRAN

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SUMMARY

A Ph.D. student conducting research in the Affective & Data Computing [ACDC] lab under the esteemed guidance of Prof. Ioannis Pavlidis. My academic journey includes an M.S. in Computer Science earned at Louisiana State University.

EDUCATION

Ph.D., Computer Science *Expected Aug 2024*
University of Houston, Houston, TX 3.4 GPA
College of Natural Sciences and Mathematics
Relevant coursework: Statistical Methods in Research
Research: Affective Computing, Human-Computer Interaction, Physiological Signal Processing

M.S., Computer Science *May 2020*
Louisiana State University, Baton Rouge, LA 3.5 GPA
Division of Computer Science and Engineering
Relevant coursework: Brain Computer Interaction, ADHD, Serious Games

B.S., Department of Computer and Instructional Technologies Education *May 2013*
Ondokuz Mayis University, Samsun, Turkiye 3.0 GPA
Faculty of Education
Relevant coursework: Material Design, Programming Languages, AI, Distance Learning

TECHNICAL SKILLS

Data Analysis and Statistics: Multimodel Data, R, Python
Design and Modeling Tools: Xcode, SwiftUI, Canvas, Draw.io
Programming: Python, R, Swift , C++
Operating Systems: MS Windows, MacOS, Bash, Linux
Certifications: LSU IRB – December 2019, Human Research Investigation. CITI - University of Houston

EXPERIENCE

Department of Computer Science, University of Houston, TX: **Graduate Teaching Assistant** *Aug 2021 – Present*

- Graded and prepared solutions for assignments, midterms, and finals for graduate-level courses; Statistical Methods in Research (R), Ubiquitous Computing (Swift), Machine Learning (Python), Data Science II (Python)
- Guided 20+ students on 6 University Computer Science labs on data acquisition, processing, and reporting results of experiments.
- Consistently received positive feedback - [Fall 2022, Spring 2023, Fall 2023] - resulting in a 4.6/5.0 on student evaluations.

Texas Institute for Measurement, Evaluation and Statistics, Houston,TX: **Research Assistant** *Jun 2023 – Aug 2023*

- Prepared experimental setup
- Collected, curated, and visualized NSF-funded Affective Math project data using R
- Developed analytic methods in R

ACADEMIC PROJECTS

Affective Math Project, University of Houston,TX: **Researcher** *Fall 2020 – Present*
Collaborated in CPL team to conduct a project, Affective Math, funded from NSF (#1760760)
- Executed experiments
- Collecting and curating data (R)
- Developed analytic methods

M.S. Degree Study, Louisiana State University, LA: **Researcher** *Fall 2018 – Spring 2020*
- Developed an experimental protocol to explore the effects of background music in a serious game on attention in children with ADHD using Tetris and a brain-computer interface setup
- Conducting experiments with and without ADHD students
- Analyzed and presented the results to committee members

PUBLICATIONS

1. Arpaci I., Karatas K., Kiran F., Kusci I., Topcu A. (2021). Mediating role of positivity in the relationship between state anxiety and problematic social media use during the COVID-19 pandemic *Death Studies.* `doi.org/10.1080/07481187.2021.1923588`

2. Soysal OM., Kiran F., Chen J. (2020). Quantifying Brain Activity State: EEG analysis of Background Music in A Serious Game on Attention of Children *4th International Symposium on Multidisciplinary Studies and Innovative Technologies (ISMSIT).* `doi.org/10.1109/ISMSIT50672.2020.9255308`

3. Kiran F. (2020). Exploring effects of background music in a serious game on attention by means of EEG signals in children. *Louisiana State University and Agricultural & Mechanical College.*

OTHER WORK EXPERIENCE

Distance Learning Center, Canakkale Onsekiz Mart University, Turkiye: **Content Developer** *2013 – 2015*

- Designed class materials (PowerPoint)
- Resolved technical issues in Adobe Connect to ensure the smooth completion of each live session

Department of Education, Ondokuz Mayis University, Turkiye: **Teaching Internship** *Sep 2012 – May 2013*

- Assisted primary school students and teachers in computer class sessions with trendy materials and methods

SEMINARS AND CONFERENCES

ACII2023 - Affective Computing Intelligent Interaction, The MIT Media Lab, Cambridge, MA, USA *Sep 10-13, 2023*
Position: Participant

8th International Computer Instructional Technology, Trakya University, Edirne, Turkiye *Sep 2014*
Position: Participant

HONORS AND AWARDS

YLSY Scholarship, The Ministry of National Education of Turkiye *Aug 2017 – Present*
Full-ride scholarship to pursue a M.S. and PhD. education abroad by the Turkish government

LSU Global Game Jam, Louisiana Digital Media Center, Baton Rouge, LA *Jan 2019*
The Global Game Jam (GGJ) is the world's largest game jam event (game creation)