FETTAH KIRAN

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SUMMARY

A PhD in Computer Science candidate skilled in affective computing, multimodal data development, and data analysis seeking a position as a (Job/Internship Title) with (Company Name)

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, 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: Swift, Xcode, Canvas, Microsoft Office
Programming: Python, R, C++, Swift
Operating Systems: MS Windows, MacOS
Certifications: LSU IRB – December 2019, Human Research Investigation. CITI - University of Houston

EXPERIENCE

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

- Preparing experimental setup
- Collecting, curating, and visualizing NSF-funded Affective Math project data
- Developing analytic methods in R

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; Data Science II (Python), Machine Learning (Python), Ubiquitous Computing (Swift), Statistical Methods in Research (R)
- 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] - resulting in a 4.6/5.0 on student evaluations.

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
- Reverse Brainstorming

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 and completed the thesis and paper.

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

8th International Computer Instructional Technology, Trakya University, Edirne, Turkiye *Sep 2017*
Position: Participant

6th International Congress of Educational Research, Hacettepe University, Turkiye *Jun 2017*
Position: Participant

ULEAD 2014 Annual Congress ICRE, Izmir University, Turkiye *Apr 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 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)