

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 a M.S. in Computer Science earned at Louisiana State University. My ultimate goal is to pursue a Ph.D. in Computer Science in August 2025.

EDUCATION

Ph.D., Computer Science

Expected Aug 2025

University of Houston, Houston, TX

3.4 GPA

College of Natural Sciences and Mathematics

Relevant coursework: Statistical Methods in Research, Ubiquitous Computing

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: AI, ML, Video Game Design, Scientific Info Visualization

Research: 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

Programming: Python, R, Swift, C++, Julia

Design and Modeling Tools: Pandas, Plotly, Scikit-learn, Xcode, SwiftUI, Canvas, Figma, Sketch

Data Analysis and Statistics: R Studio, Google Colab, AWS S3, Tableau, Paraview

Operating Systems: MacOS, iOS, WatchOS, MS Windows, Linux, Bash, Cluster Computing

Certifications: [Micro-credential in Data Science](#) - HPE DSI | CITI - University of Houston | CITI - LSU IRB (2019)

EMPLOYMENT HISTORY

Department of Computer Science, University of Houston, TX: Teaching Assistant

Aug 2021 – Present

- Graded and prepared solutions for weekly assignments, midterms, and semester-long projects for graduate-level courses; [Statistical Methods in Research \(R\)](#), [Ubiquitous Computing \(Swift\)](#), Machine Learning (Python), Data Science II (Python)
- Led programming lab sessions for Statistical Methods in Research and Ubiquitous Computing, providing hands-on guidance to deepen students' understanding of core concepts
- Guided 20+ students across 6 University Computer Science labs on data acquisition, processing, and reporting results of experiments, receiving positive feedback - [[Fall 2022](#), [Spring 2023](#), [Fall 2023](#), [Spring 2024](#)] and achieving a 4.6/5.0 rating on student evaluations

TIMES, University of Houston, TX: Research Assistant

Summer 2023 / Summer 2024

- Designed and managed experimental setups for the NSF-funded Affective Math project, ensuring alignment with research goals and data integrity
- Led data collection, curation, and visualization using R, standardizing analytic methods to support reproducible analysis
- Mentored junior lab members in advanced data techniques

RESEARCH

Affective Math Project, University of Houston,TX: Researcher

Fall 2020 – Present

- Conducted NSF-funded research ([Grant #1760760](#)) for the Affective Math project, executing experiments aligned with project goals
- Led data collection, curation, and visualization in R, ensuring high data quality and accuracy
- Developed and implemented analytic methods to support robust data analysis and insights

M.S. Degree Study, Louisiana State University, LA: Researcher

Fall 2018 – Spring 2020

- Developed and led the implementation of an experimental protocol to investigate the effects of background music in a serious game (Tetris) on attention in children with ADHD, utilizing an innovative brain-computer interface setup
- Conducting experiments with both ADHD and non-ADHD participants
- Analyzed findings and communicated comprehensive results to committee members through a published paper and an M.S. thesis, contributing to the academic literature and advancing research in the field

PUBLICATIONS

1. Kiran F., Tolar T., Wesley A., Cirino P., Tsiamyrtzis P. and Pavlidis I. (2023). Relatable and Humorous Videos Reduce Hyperarousal in Math Exams *Death Studies*. <https://doi.org/10.1109/ACI IW59127.2023.10388115>
2. Arpacı 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*. <https://doi.org/10.1080/07481187.2021.1923588>
3. 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)*. <https://doi.org/10.1109/ISMSIT50672.2020.9255308>
4. 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*. https://doi.org/10.31390/gradschool_theses.5151

SEMINARS AND CONFERENCES

Fall2024 - The Computer Science PhD Research Showcase

Oct 2024

Position: Presenter

ACII2023 - Affective Computing Intelligent Interaction, The MIT Media Lab, Cambridge, MA, USA

Sept 2023

Position: Participant

HONORS AND AWARDS

Graduate Tuition Fellowships (GTF), UH Cullen College of Engineering

Aug 2021- Present

GTF is a competitive award program providing funding to assist in defraying the cost of in-state tuition

YLSY Scholarship, The Ministry of National Education of Turkiye

Apr 2017 – Present

Full-ride scholarship to for M.S. and Ph.D. studies abroad, awarded by the Turkish government

OTHER WORK EXPERIENCES

Distance Learning Center, Canakkale Onsekiz Mart University, Turkiye: Content Developer

2013 – 2015

- Developed engaging class materials to enhance participant learning and ensure effective content delivery
- Addressed and resolved technical challenges in Adobe Connect, ensuring seamless live sessions and minimizing disruptions for a positive learning experience

Department of Education, Ondokuz Mayis University, Turkiye: Teaching Internship

Sept 2012 – May 2013

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