

# FETTAH KIRAN

346 - 201 - 0986 | [fkiran@uh.edu](mailto:fkiran@uh.edu) | [linkedin.com/in/fettahkiran](https://www.linkedin.com/in/fettahkiran) | [f-kiran.github.io](https://github.com/f-kiran)

## SUMMARY

Affective & Data Computing researcher with a focus on applying expertise in industry to advance mental health support, enhance human-computer interaction (HCI) for more intuitive user experiences, and develop adaptive educational technologies for personalized learning.

## EDUCATION

### Ph.D., Computer Science

**Expected Aug 2025**

University of Houston, Houston, TX

3.4 GPA

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

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

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)

## WORK EXPERIENCE

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

**Aug 2021 – Dec 2024**

- 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, receiving positive feedback - [[F22](#), [S23](#), [F23](#), [S24](#), [F24](#)] and achieving a 4.6/5.0 rating on student evaluations

### TIMES, University of Houston, TX: Research Assistant

**June 2023 - Aug 2025**

- 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 by mentoring junior lab members in advanced data techniques

## RESEARCH EXPERIENCES

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### **Affective Math Project, University of Houston, TX: Researcher**

**Aug 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**

**Aug 2018 – May 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

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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/ACIIW59127.2023.10388115>
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](https://doi.org/10.31390/gradschool_theses.5151)

## SEMINARS AND CONFERENCES

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### **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

### **4th International Symposium on Multidisciplinary Studies and Innovative Technologies**

**Oct 2020**

Position: Participant

## HONORS AND AWARDS

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### **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 Türkiye**

**April 2017 – Present**

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

### **LSU Global Game Jam, Louisiana Digital Media Center, Baton Rouge, LA**

**Jan 2019 - Jan 2019**

The Global Game Jam (GGJ) is the world's largest game jam event