FETTAH KIRAN

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SUMMARY

M.S. Kiran received his B.S. degree in 2013 from the Department of Computer and Instructional Technologies Education at Ondokuz Mayis University, Samsun, Turkiye. From 2013 to 2015, he worked as a content developer in the Distance Learning Center at the Canakkale Onsekiz Mart University in Turkiye. In 2020, he received his M.S. degree in Computer Science and Engineering from Louisiana State University, Baton Rouge, LA. He is currently a Ph.D. candidate in the Department of Computer Science at the University of Houston. His research interests are human-computer interaction, affective computing, and naturalistic studies.

EDUCATION

Ph.D., Computer Science ***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 Advanced Data Science | High-Performance Computing | CITI - University of Houston

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

Affective Math Project, University of Houston,TX: Researcher ***Aug 2020 – Aug 2025***

- Conducted the Affective Math project supported by the National Science Foundation (Award #1760760), executing experiments aligned with project goals and training new grad students.
- 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

1. **Kiran F.**, Cirino P., and Pavlidis I. (2025). Reducing Stress in Math Tests through Video-Based Question Formats: A Multimodal Affective Study *IEEE Transactions on Affective Computing.* To Appear.
2. Rott C., **Kiran F.**, Segers M., Bossche P.V., and Pavlidis I. (2025). STREL - Naturalistic dataset and methods for studying stress and relaxation patterns in critical leading roles *IEEE Transactions on Affective Computing.* To Appear.
3. **Kiran F.**, Hasan M.T., Ganeshan K., Bhatambarekar G., Sarkar A., and Pavlidis I. (2025). Facial Self-Touches Are Associated With Mental Stress in Knowledge Work *ACII '25: Affective Computing and Intelligent Interaction Conference.* To Appear.
4. **Kiran F.**, Tolar T., Wesley A., Cirino P., Tsiamyrtzis P., and Pavlidis I. (2023). Relatable and Humorous Videos Reduce Hyperarousal in Math Exams *ACII '23: Affective Computing and Intelligent Interaction Conference.* `https://doi.org/10.1109/ACIIW59127.2023.10388115`
5. Arpaci I., Karatas K., **Kiran F.**, Kusci I., and 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`
6. Soysal OM., **Kiran F.**, and 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`
7. **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 - UH 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