

FETTAH KIRAN

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

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++

Design and Modeling Tools: Xcode, SwiftUI, Canvas, Draw.io, Figma, Sketch

Data Analysis and Statistics: R/Rmd, Tableau, Paraview, Multimodal Data

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: **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](#), [Spring 2024](#)] - resulting in a 4.6/5.0 on student evaluations.

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

Summer 2023 | Summer 2024

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

RESEARCH

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

Fall 2020 – Present

- The project is funded by the National Science Foundation ([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. Kiran F., Tolar T., Wesley A., Cirino P., Tsiamyrztis 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

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

Graduate Tuition Fellowships (GTF), UH Cullen College of Engineering *Aug 2021 – Present*
GTF is a competitive award program which provides funding to assist in defraying cost of in-state tuition

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

OTHER WORK EXPERIENCES

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

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

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

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