

# Melis Meriç

## Software Engineer & Creative Technologist

📍 London

[zmelismeric@gmail.com](mailto:zmelismeric@gmail.com)

[GITHUB](#)

[LinkedIn](#)

[melismeric.com](http://melismeric.com)

### Education

#### MSc Creative Computing

University of The Arts of London

London, UK

2021/2022

#### Computer Science and Engineering

Sabancı University Istanbul, Turkey

2016-2020

Minor Program: Art Theory and Criticism

GPA: 3.35/4.0

### Skills

C#, C++, Javascript, Python, Java, Html/CSS, .NET, Angular frameworks,

SQL, MySQL, MongoDB

Machine Learning, WebGL, AR, Three.js, GLSL Shaders

Arduino, Raspberry Pi, Verilog, Prolog

Fusion 360, Blender  
Openframeworks, Unity, Unreal Engine

Agile, TestDriven Development

### Work Experience

#### Software Engineer / 12 Yapım Istanbul, Turkey Since July 2020 (Part time since January 2022)

Design and implementation of web applications and Data analysis

#### Teaching Assistant / Sabancı University İstanbul February 2020 - May 2020

Media and web assistant of History of Art Caravaggio course.

#### Part Time / Trendyol Istanbul, Turkey September 2019 - January 2020

After the summer internship continued as a software developer in Trendyol Tech Team.

#### Intern / Trendyol Istanbul, Turkey June 2019 - September 2019

Developed a suggestions and complaints system for Trendyol's warehouse workers.

#### Intern / 12 Yapım Istanbul, Turkey June 2018 - July 2018

Research for developing mobile and web applications and interface design. Experienced UI design and HTML/CSS and created social media content.

### Projects

#### AkustikDB / 12 Yapım Istanbul, Turkey

Since July 2020

Database and administration panel for Akustikhane Youtube Channel connected. Implemented using Javascript, Strapi (Node.js Headless CMS), MongoDB, and Heroku.

#### Web AR Project for Softech Technology Report / 12 Yapım Istanbul, Turkey

From August 2020 to December 2020

Web AR quiz app implemented with Three.js and 8th Wall.

#### Designing and Implementing a Basic Course Scheduling Software From a Fairness Perspective / ENS 491-492 Graduation Project Sabancı University

From September 2019 to May 2020

Defined what makes a schedule fair and came up with a schedule that has the fairest distribution of time conflicts among students from different majors using IBM Cplex and C++.

#### Suggestions and Complaints System / Trendyol Istanbul, Turkey

From June 2019 to July 2019

This software is designed for getting suggestions and complaints from the warehouse workers using MySQL, .NET, and Angular Frameworks.

#### OpenGL Game Project / Computer Graphics Course Project Sabancı University

From October 2019 to November 2019

Created a labyrinth game using OpenGL.

**IMPLEMENTING CRYPTOGRAPHIC PRIMITIVES FOR BLOCKCHAIN / Cryptography Course Project Sabancı University**

*From November 2018 to January 2019*

Developed software for digital signature, proof of work and developed software for ECDSA Integration and Blockchain generation

**PREDICTING A MOVIE'S METASCORE USING IMDB DATABASE AND MACHINE LEARNING / Data Science Course Project Sabancı University**

*From February 2018 to May 2018*

Developed a method using python to predict a movie's metacore with IMDB database

**SOLVING MATCHING PROBLEMS USING ARTIFICIAL INTELLIGENCE / PROGRAM FOR UNDERGRADUATE RESEARCH (PURE) Sabancı University**

*From September 2017 to January 2018*

Developed a method using Answer Set Programming to solve stable marriage problems.