

Melis Meriç

Software Engineer & Creative Coder

London

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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 ,React, Html/CSS, SQL, MySQL, Verilog,Prolog, React, MongoDB

Three.js, GLSL Shaders

Arduino, Raspberry Pi

Fusion 360, Blender Openframeworks, Unity

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 developer in Trendyol Tech Team

Intern / Trendyol Istanbul, Turkey January 2019 – September 2019

Developed a software project for the Trendyol's warehouse after the project finished worked in the Trendyol Tech Team.

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 creating social media content

Projects

AkustikDB / 12 Yapım Istanbul, Turkey

Since July 2020

Database and administration panel for Akustikhane Youtube Channel.

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.

Designing and Implementing a Basic Course Scheduling Software From a Fairness Perspective / Trendyol Istanbul, Turkey / 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++.

OpenGL Game Project / Computer Graphics Course Project Sabancı University

From October 2019 to November 2019

Created a labyrinth game using opengl.

Suggestions and Complaints System / Trendyol Istanbul, Turkey

From June 2019 to July 2019

Implementing a software for warehouse workers using mysql,.net and angular frameworks. This software is designed for getting suggestion and complaints of the workers.

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 metascore 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.