

Melis Meriç

Software Engineer & Creative Technologist

📍 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, 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 January 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.