

# Melis Meriç

## Software Engineer & Creative Technologist

📍 London

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### Education

#### MSc Creative Computing (Distinction)

University of The Arts of London

London, UK

2021/2022

#### Computer Science and Engineering

Sabanci University Istanbul, Turkey

2016-2020

Minor Program: Art Theory and Criticism

GPA: 3.35/4.0

### Skills

#### Programming Languages & Frameworks:

C#, C++, Javascript, Python, Java, Html/CSS, .NET, Node.js, React.js, Angular.js, Next.js, Git

#### Databases:

SQL, MySQL, MongoDB

#### Creative Computing:

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

#### 3D Modeling & Game Development:

Fusion 360, Blender, Unity, Unreal Engine

#### Physical Computing:

Arduino, Raspberry Pi

#### Methodology:

Agile, Test-Driven Development

### Work Experience

#### Freelance Software Developer / Mart Community

October 2022 - January 202 / London

- Developed a platform for artists to share and sell their artworks using Next.js
- Designed and implemented a user-friendly interface with an interactive colour wheel to enable the sorting of artworks by colour

#### Teaching Assistant / UAL Creative Computing Institute

Since October 2022 / London

- Teaching support for the MSc Advanced Physical Computing course

#### Software Engineer / 12 Yapım

July 2020 - April 2022 (Part-time since January 2022) / Istanbul, Turkey

- Developed an admin panel and a dashboard web application for a YouTube channel to list, filter, and analyze their videos' watch times.
- Utilized Node.js, Strapi, Heroku, and Docker to build the web application.
- Practised networking using PM2.
- Worked on WebAR projects using Three.js.

#### Teaching Assistant / Sabanci University

February 2020 - May 2020 / Istanbul, Turkey

- Media and web assistant of History of Art Caravaggio course.

#### Part-Time Software Engineer/ Trendyol

September 2019 - January 2020 / Istanbul, Turkey

- Continued as a software developer with Trendyol's Tech Team after a successful summer internship
- Focused on honing skills in Javascript and SQL, as well as gaining experience with Node.js frameworks and backend development using .Net
- Practised using Docker and Kubernetes
- Practised Agile methodology while pursuing projects as a member of a highly collaborative tech team.

#### Intern / Trendyol

June 2019 - September 2019 / Istanbul, Turkey

- Developed a suggestions and complaints system using Angular.js for warehouse workers.
- Designed and implemented a user-friendly interface that enabled workers to submit their complaints and suggestions about the working environment.
- Created an admin panel that allowed the administrator to view and manage all the complaints and suggestions through various filtering and search options.

#### Intern / 12 Yapım

June 2018 - July 2018 / Istanbul, Turkey

- Conducted research to develop mobile and web applications, with a focus on enhancing the user experience through interface design. Proficient in UI design, HTML, and CSS, allowing for the successful execution of projects.
- Created engaging social media content to expand the brand's reach across various platforms.

# Projects

## Spotify Playlist to Images [Picstape]

MSc CC Advanced Final Project / July 2022 - December 2022

Developed a tool that takes playlist URLs as input to generate videos based on the playlist mood built on the VQGAN-CLIP model.

## Touchy Feely (Immersive Experience Unreal Engine)

Spring 2022 / MSc CC Advanced Environments Final Project

Designed and implemented an immersive exploration environment created using Unreal Engine 4 and Arduino Uno.

## AkustikDB

12 Yapım / July 2020 - September 2022

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

## Web AR Project for Softech Technology Report

12 Yapım / August 2020 - December 2020

Developed a 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 / September 2019 - 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 / June 2019 - July 2019

Designed software for getting suggestions and complaints from warehouse workers using MySQL, .NET, and Angular Frameworks.

## OpenGL Game Project

Computer Graphics Course Project Sabancı University / October 2019 - November 2019

Created a labyrinth game using OpenGL.

## Implementing Cryptographic Primitives For Blockchain

Cryptography Course Project Sabancı University / November 2018 - January 2019

Developed software for digital signature, and 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 / February 2018 - May 2018

Developed a method using Python to predict a movie's metascore with the IMDB database

## Solving Matching Problems Using Artificial Intelligence

PROGRAM FOR UNDERGRADUATE RESEARCH (PURE) Sabancı University / September 2017 - January 2018

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