Melis Meriç

Software Engineer & Creative Technologist

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MSc Creative Computing (Distinction)
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

Programming Languages & Frameworks:
C#, C++, Javascript, Python, Java , Html/CSS, .NET, Node.js, React.js, Angular.js, Next.js

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 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
- Practiced using Docker and Kubernetes
- Practiced Agile methodology while pursuing projects as a member of a highly collaborative tech team

İntern / 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 Yapim
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 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
*D*esigned software for getting suggestions and complaints from warehouse workers using MySQL, .NET, and Angular Frameworks.

OpenGL Game Project
Computer Graphics Course Project Sabanci University / October 2019 - November 2019
*C*reated 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 IMDB database

Solving Matching Problems Using Artificial Intelligence
PROGRAM FOR UNDERGRADUATE RESEARCH
(PURE) Sabanci University / September 2017 - January 2018
Developed a method using Answer Set Programming to solve stable marriage problems.