

# Irem Gokce Yildirim

iremgokceyildirim@gmail.com | +1(269)277-7047 | iremgokceyildirim.com

Experience	<b>Software Developer</b>   Michigan State University	2017-present
	Developing an online social support platform for HIV/AIDS patients by adapting an open source project.	
	<b>Graduate Researcher</b>   Michigan State University, Department of Media and Information	2016 - 2017
	iVerse Lab member: Contributed to virtual reality (VR) and video games based research studies.	
	• <b>VR and Mental Health:</b> Developed interactive 360 VR for people with depression to seek counselling.	
	• <b>Physical and Cognitive Load in Exergames:</b> Conducted an experiment to observe dual tasking.	
	• <b>Long-Distance Communication:</b> Conducted ethnographic research and competitive analysis for VR apps.	
	• <b>World of Riders:</b> Contributed to development and playtesting of multiplayer VR exergame for HIIT.	
	Nexus Lab member: Contributed to collective intelligence related projects.	
	• <b>Evolution Of Pseudo-Knowledge:</b> Coded online posts in a conspiracy forum for content analysis.	
	• <b>Crowd Causal Coding:</b> Created a web platform for MTurk to extract causal knowledge in forum posts.	
	Other highlighted projects:	
	• <b>Decision Making Band:</b> Created paper prototype of a wrist band to help people in decision making.	
• <b>MSU Whiteboards:</b> Conducted mixed research to understand the views about banning whiteboards in dorms.		
• <b>NAMI Social:</b> Proposed a strategic plan of CRM & social media design for non-profit organization.		
Teaching	<b>Excluded Assistant</b>   Michigan State University, Department of Media and Information	2016
	• Assisted in grading assignments of <i>Interactive Media Development</i> , <i>Server-Side Web Development</i> and <i>Introduction to Applied Programming</i> undergraduate courses ranging from 40 to 65 students.	
	• Hold office hours for <i>Interactive Media Development</i> and <i>Server-Side Web Development</i> courses.	
	<b>R&amp;D Software Engineer</b>   Arcelik A.S., Turkey	2012 - 2014
	• Contributed to application and appstore development for Beko/Grundig/Arcelik Smart TVs, including analysis, design, planning, implementation and maintenance stages.	
	• Contributed to the development of a cross-platform and web-based project management tool for internal use, including analysis, design, planning, implementation and maintenance stages.	
	• Implemented a patented virtual keyboard design idea with an high-fidelity interactive prototype.	
	<b>Software Specialist</b>   ToDem Informatics, Turkey	2011 - 2012
	• Designed and developed a web based medicine catalog using Java, JSP, JavaScript, HTML and CSS.	
	• Developed applications for Samsung Smart TVs' App Store using its SDK, JavaScript, HTML, CSS.	
	<b>Game Developer (Part-time)</b>   Enocta, Turkey	2010 - 2011
	Designed and developed a racing game for 4D simulator using Unity3D with C#.	
	<b>Software Engineer Intern</b>   Simsoft Info. Tech., Turkey	Jul - Aug 2010
Created simulations of 3 different types of caterpillar vehicles using NVIDIA PhysX Engine.		
<b>Game Developer Intern</b>   Modsimmer, Turkey	Jul - Aug 2009	
Documented software design description for a massively multiplayer online game.		
<b>Graphic Designer Intern</b>   Zibumi, Turkey	Jun 2009	
Designed graphics and created animations for a Flash game, <i>Fellow Sheep</i> .		
Education	<b>Michigan State University</b> , East Lansing, MI	
	M.A., Media and Information (HCI concentration), CGPA: 3.91	2016 - 2017 (Dec)
	Thesis: <i>"The Effects of Mental and Physical Load in Exergames on Gameplay Experiences"</i>	
	<b>Middle East Technical University</b> , Ankara, Turkey	
	M.Sc., Game Technologies, CGPA: 4.0	2012 - 2015
Thesis: <i>"Time Pressure as Video Game Design Element and Basic Need Satisfaction"</i>		
B.Sc., Computer Engineering, CGPA: 2.75	2006 - 2011	
Senior Thesis: We created <i>Brainwave Based Concentration Enhancement Software</i> using a brain-computer interface device to optimize user' concentration through gameplay.		
Awards	<b>Lillian Kumata Scholarship</b> , MSU	2017
	<b>Nancy Seidman Dempsey Memorial Scholarship</b> , MSU	2016 & 2017
	<b>Strosacker Foundation Research Fund for Health and Risk Communication</b> , MSU	2016

Skills	<p><b>Research:</b> <i>Qualitative and Quantitative UX Research, Data Analysis:</i>  Experimental Design, User Observation, Competitive Analysis, Usability Testing, Playtesting, Task Analysis, Survey, Interview, Focus Group, Case Studies, Heuristic Evaluation, Research Paper, SPSS, Qualtrics, Excel</p> <p><b>Technical:</b> <i>Web Design and Development, Game Design and Development, VR, Linux:</i>  JavaScript, HTML, CSS, jQuery, Bootstrap, Ruby on Rails, RubyMine, Grails, Ember.js, PostgreSQL, MySQL, PHP, IntelliJ IDEA, Unity3D, C#, VR (Gear VR, HTC Vive with eye tracker, Oculus Rift), SRS and SDD Documentation  Experienced with: C, C++, Java, Haskell, JSP, Eclipse, NetBeans, Android Studio, RESTful Web Services, OpenSim</p> <p><b>Design:</b> <i>UX Design, Digital Design:</i>  Affinity Diagrams, Use Cases, Task Scenarios, Personas, Sketching, Wireframes, Transition Diagram, Storyboarding  Prototyping (Marvel App, Axure RP), Design Thinking, Adobe Photoshop, Social Media Design, SWOT Analysis</p> <p><b>Management:</b> <i>Team Leadership / Membership, Defining Scope, Resource Planning, Documentation</i>  Atlassian Jira, Git, Trello, Slack, Mind-mapping, Primavera, StarTeam, Redmine, Waterfall-Agile-Scrum Methodologies</p> <p><b>Languages:</b> Turkish (native), English (advanced)</p>
Activities	<ul style="list-style-type: none"> <li>• <i>Web Design/Development/Content Management</i> <span style="float: right;">2012 - present</span>  Examples: Personal Website (previous), HomeinAway, HCI Studies, iVerse Lab, TEMA Engineering</li> <li>• <i>Volunteer for STEM Night at Pinecrest Elementary School, East Lansing, USA</i> <span style="float: right;">Nov 2017</span>  As members of MSU iVerse Lab, we introduced kids (~50) to the VR technology.</li> <li>• <i>MSU Global Festival Gift Shop Volunteer, Michigan State University, USA</i> <span style="float: right;">Nov 2017</span>  Helped CVIP Lillian Kumata Foundation with selling gift items to raise money for students.</li> <li>• <i>Conducted an interview with Dr. Richard Stallman, Michigan State University, USA</i> <span style="float: right;">Apr 2017</span></li> <li>• <i>Volunteer Google AdWords Project Member for NAMI Michigan, Michigan State University, USA</i> <span style="float: right;">2016</span>  Contributed with campaign management, website management and graphic design.</li> <li>• <i>Reviewer for the ICA Game Studies Division Pre-Conference.</i> <span style="float: right;">2016</span></li> <li>• <i>Google Solve for X Participant, Turkey.</i> <span style="float: right;">2015</span>  Brainstormed on a project of a wearable equipment for hemolysis.</li> <li>• <i>Google CSI Workshop Participant, Turkey.</i> <span style="float: right;">2014</span>  Practised design thinking on effective class environment.</li> <li>• <i>Global Game Jam(GGJ) Participant, Turkey.</i> <span style="float: right;">2013</span>  Created a game, "Come Back to Me", in 48 hours working as a team.</li> <li>• <i>Computer Club Board Member, Middle East Technical University, Turkey.</i> <span style="float: right;">2010-2012</span>  Helped organization of nationwide programming contests, head of graphic design group, columnist in e-bergi.</li> <li>• <i>Fine Arts Community Member, Middle East Technical University, Turkey.</i> <span style="float: right;">2008</span></li> </ul>
Interests	Drawing, photography, web design, ambient music, crafting, philosophy, sailing, blogging, board games, astronomy