

I am a Research Scientist in the Computer Science program at the University of Florida, where I co-manage several ongoing projects with budgets totaling \$4.5M. For the past six years, I have led multiple teams of designers, developers and researchers to create intelligent applications for users with diverse backgrounds, and conducted many UX research studies with hundreds of users, which resulted in 15+ peer-reviewed publications in Human-Computer Interaction and CS/AI education venues.

SKILLS

Programming Languages	Python, Java, R, MATLAB, JavaScript, C# (familiar), GO (familiar), MongoDB, SQL
Web Programming	NodeJS, Express, React, D3.js, jQuery, Flask, HTML/CSS, Bootstrap, Bokeh
Machine Learning	Tensorflow, Text-Mining, Clustering/Classification, SciKit, NLTK, Pandas, Gensim, OpenCV, RAKE
Program Management	Agile (SCRUM) and SDLC methodologies, MS Project, MS Visio, MS Install Shield, SharePoint,
UX Design & Research	Inferential Statistics (SAS JMP, IBM SPSS), Qualitative (NVIVO), Morae, InDesign, Adobe CS

PROJECTS & EXPERIENCES

Research Scientist, Computer Science, University of Florida Aug 2020 — Present

Project 1: Creating Intelligent Virtual Agents for Collaborative CS Learning in Elementary Schools - \$3M

- Leading the project team to design, develop, and iteratively refine intelligent virtual agent prototypes for children.
- Managing and supporting all areas of responsibility in planning and implementing UX studies.
- Making data-driven decisions to iteratively evaluate and improve the user experiences.

Project 2: Fostering CS & AI Learning through Conversational App Development Experiences - \$1.5M

- Managing a team of designers and developers to create a web interface for children to create chatbots.
- Running summer camps to implement an intense AI learning experience for middle school children.
- Guiding researchers to conduct UX studies to evaluate and improve the learning environment for the users.

Graduate Research Assistant/ Computer Science, University of Florida Aug 2016 — Aug 2020

Project 3: Interactive Collaborative Dialogue Visualization Application for Middle School Students

- Iteratively developed a full stack web-based application to visualize natural dialogue data during group work.
- Used the application in educational settings to support students' collaborative dialogue skills.
- The application helped the children to have more productive dialogues and work together more effectively.

Project 4: Fostering Collaborative Dialogue Diverse Student Retention in CS - \$500K

- Conducted experimental studies with 1000+ college students on pair-programming in CS1 courses.
- Examined the team dynamics and productive collaborative dialogue patterns.

Lead Instructional Designer, College of Nursing, University of Florida Oct 2014 — Jan 2016

Project 5: Designing and Managing Online and In-Person Courses

- Trained the faculty staff in discovering methods of improving their instruction with technology.
- Managed the creation and design of 40+ remote and in-person courses each semester.
- Increased the instructor and student satisfaction

PUBLICATIONS

I have 15 peer-reviewed publications with a focus on Human-Computer Interaction, Human-Centered AI, intelligent systems and CS/AI learning. The list of the publications can be accessed on my [Google Scholar page](#).

EDUCATION

Ph.D. in Computer Science, University of Florida	Aug 2020
M.S. in Computer Engineering, University of Florida	Aug 2014
English Language Certificate, University of Delaware	May 2011
B.Ed. in Computer & Educational Technologies, Ankara University, Turkey	Feb 2010

LANGUAGES

English (fluent), Kurdish (native), Turkish (fluent)