

AHMET GUZERERLER

Högbergsgatan 34 2tr 116 20 Stockholm | guzererler@gmail.com | +46 72 367 52 66

A scientist with interdisciplinary mindset and engineering skills

I bring creative perspective and solutions to complex tasks and problems due to my solid and diverse background in unconventional professional and multi-disciplinary academic experiences. I have the ability to upskill rapidly with strong learning and problem-solving skills.

EXPERIENCE

Software Development Engineer @ R&D| CSG International / Stockholm

March'18 – Present

- Developing features for a complex telecommunication trading and routing software using C# and PL/SQL in an agile team within Scaled Agile Framework (SAFe)
- Prototyped an innovation, a classifier which will make automate a part, in the product as an initiative. The feature is taken to development plan.

Co-Founder | Gamileo Information Technologies (www.gamileo.co) / Istanbul

April'16 – January'18

- Managed start-up process from business case, finance, and delivery of the product
- Raised funds from angel investor and national funds.
- Create a complex product/service from scratch
 - Recruitment and management of a team of 4
 - Worked with agencies, web developers, and designers during product development
 - Design and produce the product and the system
 - Gamified neurophysiologic experiments
 - Design the architecture of the system (server app and games)
 - Developed games as lead developer with a junior developer
 - Developed data analysis scripts in MATLAB with the team
- Made pre-sales agreement with one of Turkey's biggest HR management tool service provider
- Applied EU Research Project with international partners and proposal evaluated as above threshold

Research & Teaching Assistant | Design & Robotics Lab, Koc University / Istanbul

Sep`12 – Jul'17

- Thought course from scratch named as "Coding for Designers"
- Coordinator assistant for an EU 7th Frame IAPP project
- Design and conduct usability experiments and design workshops with deformable user interface prototypes
- Conducted psychometric experiments on haptic perception and published
- Designed and developed a prototype for an innovative haptic game controller

Digital Producer | MagiClick Digital Agency / Istanbul

Feb '11 – Aug '12

- Member of the creative team
- Designed and produced an award-winning ad-game
- Led the production of ad-games, 3D animated short movies and manage advertisement campaigns
- Responsible for national and international customers

Interaction Designer | Freelance / Istanbul

Sep'08 – Feb'11

During my masters, I have worked as a freelancer to create an interactive visual show for several national music bands and dance performances which staged in national and international festivals in Turkey, France, Netherlands, and Morocco.

Research & Teaching Assistant | Interaction Lab, Koc University / Istanbul

Sep`08 – Feb`11

- Practiced basic design concepts in several media
- Teaching assistant for physical computing
- Has been accepted Tropical Lab Workshop in Singapore

ACADEMIC BACKGROUND

Ph.D. in Design Technology and Society | Koc University / Istanbul

Sep`12 – Present

- Thesis: Design, development and user studies of a deformable handheld interface with active tactile feedback for computer games
- Qualified as Ph.D. candidate

MA in Visual Communication and Design | Sabanci University / Istanbul

Sep`08 – Feb`11

- Thesis: SonicFields, an interactive website (AS3) where users explore user-generated soundscapes in an immersed virtual 3D environment (Published)
- Exchange Program: Digital Media at Bremen University / Bremen - Germany

BSc in Electronics Engineering | Sabanci University / Istanbul

Sep`03 – July`08

- Thesis: Basic implementation of swarm robotics with ZigBee communication module
- Summer Internship at Harvard Biomedical Imaging Center / Boston - USA
- Special interest in artificial intelligence. Took several computer science courses (i.e. artificial intelligence, image processing, Advanced C++)

ACADEMIC PUBLICATIONS:

- Guzererler, A., Provancher, W.R., Basdogan, C., 2016, "Perception of Skin Stretch Applied to Palm: Effects of Speed and Displacement," In International Conference on Human Haptic Sensing and Touch-Enabled Computer Applications, July 2-4, London, United Kingdom, pp. 180-189.
- Artut, S. and Güzererler, A., 2012. "SonicFields: An Immersed Sonic Experience." In Atiner Conference, January, Athens, Greece, pp. 307 – 314.

TECHNICAL SKILLS

10+ years' experience in programming.

- C#, Unity3D/C#, PL/SQL and MATLAB are used in daily basis
- Experience in C#, Unity3D/C#, PL/SQL, Python, MATLAB, C++, Java/Processing, and PHP
- Used source repositories are Git and Accurev

Intermediate experience in Adobe Illustrator and basic experience with Adobe Photoshop

PORTFOLIO

www.ahmetguzererler.com

REFERENCES

Available upon request.