

AHMET GUZERERLER

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An entrepreneurial spirit with interdisciplinary mindset

Passionate about science & games. I have the ability to upskill rapidly due to my solid and diverse background in unconventional professional and academic experiences. Strong scientific data analysis and problem-solving skills. I enjoy bringing creative perspective and solutions to complex tasks and projects.

EXPERIENCE

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

April'16 – Present

- vprocess from business case, finance, and delivery of the product
- Has been accepted to Turkey's #1 incubation center
- Product Development
 - Recruitment and management of a team of 4
 - Worked with agencies, web developers, and designers during product development
 - Design the system and workflow
 - Gamified neurophysiologic experiments
 - Design the architecture of the app and games
 - Developed games together with the team
 - Analyzed data analysis using Matlab for game data to scientifically validate the games coherence with the experiments
- 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

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

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: Haptic perception of passive deformable user interfaces with tactile feedback
- 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 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 including popular languages and hardware programming (Actively Used: Unity3D-C#, Matlab), intermediate experience in Adobe Illustrator and basic experience with Adobe Photoshop

REFERENCES

Available upon request.