

Aras Bilgen

Experience

Research Assistant, Georgia Institute of Technology (since June 2007)

Full time research assistant working with Dr. Gregory Abowd on workflows and problem solving strategies in cognitively and physically challenging environments.

Teaching Assistant, Georgia Institute of Technology (January–May 2007)

Full time teaching assistant for Human-Computer Interaction (CS 3750). Responsible for grading assignments, assisting students through a semester project and proctoring exams.

Research Intern, Microsoft Research Cambridge, UK (September 2006–January 2007)

Research intern working with Shahram Izadi on gestural interaction techniques with various types of displays and mobile devices. Worked on a system that allows data transfer, control and manipulation of content on public displays through gestures. Designed and developed a gesture toolkit and integrated it with IR-sensing code in C#.

Research Assistant, Georgia Institute of Technology (August 2005–September 2006)

Full time research assistant working with Dr. Keith Edwards on Service Composition Architectures and their uses in ubiquitous computing. I developed an accessible network projection system with a lightweight collaborative annotation support.

Visiting Student, Lancaster University, UK (July–September 2004)

Carried out research full time under the supervision of Dr. Hans Gellersen with the Smart-Its group. Conducted a usability study for a map application that uses embedded relational positioning technology to turn a table top into an interactive map. Designed the study, implemented instruments in PIC-C and C, and carried out interviews.

Wireless Development Project Team Member, Mobilsoft, Turkey (June 2003)

Actively involved in the design phase of an interactive tourist guide service that uses .NET framework, XML and Bluetooth. Composed UML diagrams for the implementation phase.

Freelance Web Designer, Turkey (May 2002–August 2005)

Created information architectures, designed pages using HTML and CSS, and integrated with backends using PHP, JSP and SQL for small local companies.

Selected projects

Silene Nocturna: A graphics engine that renders an ambient visualization of network traffic for a given physical location, making network activity a visible property of a building.

Yelloz: An experimental chat program intended to assist argumentative conversations by helping people understand some linguistic intricacies.

iTunes Visualizer: A visualization tool to help users become aware of other users' collections and discover the soundscapes surrounding them via peripheral channels.

Portable Interface Display Environment: An environment that relies on an MVC variant to allow easy use of multiple GUIs without rewriting the program logic. Designed the system and implemented the proof of concept prototype.

Venn: A social networking tool prototype that provides visualizations of buddy groups according to shared similar interests.

Skills

Programming and scripting: Java, Objective-C, C#, C++, PHP, Jython, MIPS Assembly, PIC-C, XHTML, CSS, JavaScript, JSP/JSF, SQL, AppleScript

Software: Eclipse, Xcode, Dashcode, Quartz Composer, Visual Studio .NET, Adobe Photoshop, Illustrator, Flash, Mac OS X, Windows, Mac OS 9.x, UNIX.

User-centered design: Low and high-level prototyping, UI design and implementation, qualitative analysis and requirements gathering, long-term system evaluation, heuristic evaluation and usability studies, concept development.

Languages: Turkish (native), English, Spanish, Japanese (beginner)

Education

Georgia Institute of Technology, Atlanta (USA)

Computer Science, M.S. HCI specialization. Graduation expected: May 2008. GPA: 3.91/4.0
OPT authorization starting May 18, 2008.

Bilkent University, Ankara (Turkey)

Computer Engineering, B.S. (Honor list) GPA: 3.49/4.0

University of California, Irvine (USA)

Information and Comp. Science, B.S. Education Abroad Program (Honor list), GPA: 3.79/4.0