

# Irem Gokce Aydin

Seattle, WA    irem@mailbox.org  
iremgorkeaydin.com    (206) 636-3923

## Work Experience

### Design Technologist @IMDb

WA, USA | 11.2023 - Present

As part of [Creative Studio](#), collaborating with designers and stakeholders to create immersive and interactive advertising campaigns for entertainment content (movies, shows, cast), reaching millions of users.

*Technologies: React, JavaScript, TypeScript, HTML, CSS, Figma, Sketch, Adobe Photoshop, UX, Advertising, AWS, Git*

### Software Engineer (UX) @Microsoft

WA, USA | 2018 - 2023

As part of Azure IoT UX team, worked on the development of [UI library](#) and web application for [Digital Twins](#) platform to create models of physical assets with 3D visualizations and dashboards. Also contributed to the web application and [SDK](#) development for [Time Series Insights](#) platform to query and visualize time-series data. Enhanced user experience through innovative design and robust frontend technologies.

*Technologies: React, JavaScript, TypeScript, HTML, CSS, Redux, RESTful APIs, D3, Babylon.js, Jest, Figma, Azure, Git*

### Graduate Researcher @Michigan State University

MI, USA | 2016 - 2018

Contributed to research in virtual reality, video games and collective intelligence fields, including projects like [360 VR experience for depression](#), a [multiplayer VR exergame](#), and [evolution of collective pseudo-knowledge](#).

*Technologies: Unity, C#, VR (Oculus, HTC Vive, HoloLens), JavaScript, MySQL, Heroku, Balsamiq, Grails, SPSS, UX Research*

### R&D Software Engineer @Arcelik

Ankara, TURKEY | 2012 - 2014

Worked on application and app store development for Beko/Grundig/Arcelik Smart TVs.

*Technologies: Ruby on Rails, JavaScript, HTML, CSS, Minicom, StarTeam, RubyMine, PostgreSQL, GoogleCharts*

## Education

**M.A. Media and Information (HCI specialization)** [Thesis](#) | Michigan State University, MI, USA    2016-2018

*Awards: Strosacker Foundation Research Fund, Nancy Seidman Dempsey Scholarship*

**M.S. Game Technologies (Design Track)** [Thesis](#) | Middle East Technical University, Turkey    2012-2015

**B.S. Computer Engineering** [Graduation Project](#) | Middle East Technical University, Turkey    2006-2011

## Skills

### Development

Front-end Web Design and Development  
Game Design and Development & VR

### Design

UX/UI Design  
Product Design

### Research

UX Research  
Project Management

## Additional Contributions

- Visual Arts | [I-Studio](#)
- Side Projects | [GitHub](#)
- Short Film Program Director, [videographer](#) and website admin for the [Seattle Turkish Film Festival](#) (STFF)
- Philanthropy | [Giving Campaign Volunteer](#) & [Mentoring for students](#) in Turkey
- Reviewer for [GHC'20/21](#) (HCI track) & ICA'16 Game Studies Division
- Conducted an [interview](#) with the founder of Free Software Foundation (FSF)
- Recipient of Google Travel Grant for SWE'18, Participant of Solve for X'15 and Creative Skills for Innovation'14 Workshops