

ZEYNEP AYDIN

69 Brown St Providence, RI 02912 || +1 (908) 334-3866 || zeynep_aydin@brown.edu

Authorized to work in the US, New England Area, Able to relocate

Education

Brown University | 2019-2024 (expected) | Providence, RI, USA

- Masters in Cognitive Science, 2023-2024 (expected)
- Computer Science (ScB) and Psychology (BA), GPA: 3.92, Sigma Xi, 2019-2023
- *Relevant Coursework:* Deep Learning, Data Science, UI/UX, Cybersecurity Ethics; Decision Making, Social Psychology

Udemy | 2022 | Online

- Took and completed *Product Management 101*, composed of 71 lectures, taught by Todd Birzer

Uskudar American Academy | 2014-2019 | Istanbul, Turkey

- Salutatorian (GPA: 97.73/100), Class President, Honor Council, Vice President of National Honor Society

Technical and Research Experience

Research Assistant at Malle Lab | January 2022 – Present | Brown

- Contributed to the creation of a robotic cat as the primary software developer on the project, mitigating challenges optimizing resource allocation, and fostering collaboration with hardware development teams, my professor, lab members, and local elderly homes in which the project will be deployed
- Managed data collection, analysis, and pilot findings on trust in AI-driven moral reasoning and representation of norms
- Designed empirical experiments analyzing human interaction with artificial agents for moral and legal decisions

Undergraduate Teaching Assistant | December 2020- March 2022 | Providence, RI, USA

CS0170: *An Integrated Introduction (August 2021-March 2022):*

- Supported a class of 170 students by leading office and lab hours, grading technical assignments, optimizing grading efficiency through script-driven cheating detection, and organizing help for students completing the course late

CS0300: *Fundamentals of Computer Systems – Socially Responsible Program: (December 2020-May 2021):*

- Pioneered the incorporation of socially responsible content into the course of 120 students, developed assignments, evaluated student work, and enriched lecture material.

Business Development and Strategy Assistant at MENATEK Defense Technologies | June-July 2021 | Istanbul, Turkey

- Developed a comprehensive production and transaction tracking database (SQL), optimizing interdepartmental communication and information retrieval
- Conducted daily development reports, performed initial market analysis, and engaged in branding strategy discussions

Human-Robot Interaction Lab at Koc University | June-July 2020 | Istanbul, Turkey

- Created a human-drill interaction movement map using C# and Unity for AR, calculated error margins

Leadership Experience

Head Undergraduate Teaching Assistant | April 2021- May 2023 | Providence, RI, USA

SRC: [*Socially Responsible Coding Program \(April 2021-May 2023\):*](#)

- Orchestrated the integration of responsible coding themes into 18 undergraduate courses, hired and oversaw a team of 30 TAs per semester to develop and harmonize technical assignments with ethical themes

CSCI1360: *Human Factors in Cybersecurity (April 2022-May 2023):*

- Managed course logistics, held office hours, assessed student discussion posts, provided project feedback, curated lecture content, and coordinated guest speaker interactions

Creative Director at The Brown Undergraduate Law Review | November 2019- May 2022 | Providence, RI, USA

- Formulated the strategic vision for the publication, directed design choices, and managed a team of 6 for print edition layout and website updates, while overseeing copy editors and upholding the publication's social media presence

Assistant Instructor at Bilge Adam | October 2017- June 2018 | Istanbul, Turkey

- Provided basic coding and 3D design training to 10 underprivileged children aged 7-12 during 4-hour weekend sessions

Noteworthy Projects

CNN You See What I See: Interpreting Linear Models Through Concept Activation Vectors | 2021

- Enhanced interpretability of deep neural networks implementing TCAVs (inspired by Dr. Been Kim's work), yielding 93% accuracy through a meticulously designed and augmented image dataset and concept activation vector analysis

Billboard Hot 100 and Grammy Analysis | 2021

- Investigated the influence of acoustic attributes of a song on Billboard and Grammy success, employing data scraping, correlation tests, and MLP Regressor prediction for chart position and popularity

Skills and Interests

- *Programming Languages:* Python, HTML, CSS, JavaScript, React, Java, SQL, R, Scala, C, C++, Racket, TensorFlow
- *Skills:* Prototyping, Responsive Web Design, Sketching, Wireframing, User Research, User Testing
- *Software:* Adobe XD, Figma, Balsamiq, Microsoft Office Suite, Common IDEs
- *Languages:* Turkish (Native), English (Native), French (Professional)
- *Interests:* Architectural Illustration, Digital Art Creation, Tennis, Volleyball, Piano