

SERHAN ULKUMEN

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Serhan is a computational neuroscience student at the University of Southern California, and an interactive media developer with 5 years of experience in augmented and virtual reality. He has shipped products to Qualcomm, Northrop Grumman and Epson, while his work has been featured at the Toronto Film Festival and SxSW. He now aims to pursue a career in immersive technologies, where he can utilize his knowledge of user experience design, human computer interaction and game development to create meaningful digital experiences.

EDUCATION

University of Southern California (May 2018)
B.S. Computational Neuroscience (GPA 3.52)
• **Minors:** 3D Computer Graphics and Modeling, Innovation: Digital Entrepreneurship
• **Relevant Courses:** C++ Programming, Design for User Experience, Java Programming, Neural Networks for Social and Cognitive Processes, Neurobiology, Feasibility Analysis

SKILLS

• **Proficient:** C++, Unity3D, C#, JavaScript, Java, HTML, CSS, Maya, Photoshop, AfterEffects, ARKit, ARCore, 360 video, VR pipeline
• **Languages:** Native in Spanish, English, French, Turkish. **Familiar with:** PHP, React Native, SQL, Python

LEADERSHIP

• USC Michelson Center for Convergent Biosciences, Research Fellow. Convergent Science Initiative - Cancer. The Kuhn Laboratory.
• VRSC, Founding Member. VP of Development. Virtual Reality Southern California is the University of Southern California's premiere immersive technology student organization. VRSC is the heart of VR and AR at the #1 university for immersive media research.

WORK EXPERIENCE

The Heavy Projects (May 2014 - August 2016)

Augmented Reality Developer

- Developed mobile AR applications (iOS, Android) for industry leading clients such as the IEEE and Qualcomm.
- Worked on world's largest AR mural for SxSW 2014, sponsored by Qualcomm. Built with Vuforia and Unity3D

BackCode LLC. (October 2015 - July 2016)

Game Development Intern

- Developed educational video games and training simulations for clients.
- Web based cultural training game for Northrop Grumman and D.o.D. built entirely in JavaScript.
- Developed for Samsung GearVR platform with C# and Unity3D. Experienced in VR production pipeline and web technologies.

Realtra (August 2016 - March 2017)

Unity Developer

- Freelance Unity 3D developer for Virtual Reality experiences. Worked with Qualcomm 835VR headset and development kit.
- Lead programmer for Darkwoods VR experience on HTC Vive, featured at the Toronto International Film Festival.

Infusion (iOS App) (April 2017 - Present)

Co-Founder & Product Manager

- Infusion is a mobile app using AI for patient care. It allows patients to track and monitor side effects, predict future symptoms, and optimize their chemotherapy regimen around special events and key dates.
- Led product, managed designers and developers that built the app in React Native.
- Project funded by USC's Michelson Center for Convergent Biosciences and Kuhn Laboratory, leaders in Cancer Research.

PUBLISHED APPS

- **ARchive LAPL** (Live on App Store): Built an Augmented Reality tour for the Downtown Los Angeles Public Library (2014)
- **JOVRNALISM** (Live on App Store): 360° video app for immersive journalism content. Constructed 3D models of buildings, fluid dynamics, and a photogrammetry workflow, for virtual drones in Google Maps, for a piece covering Houston floods. (2016)
- **Geohub:** An augmented reality social network that enables users to create digital content and save it at their GPS locations. The iOS app utilized the ARKit SDK and APIs from Mapbox and AWS. Admitted into UC Hasting's Startup Legal Garage. (2017)

HACKATHONS

- Hack for Health USC, 2nd Place - Won \$3,000 (2017)
- Hack Music LA, Finalist at Walt Disney Concert Hall (2017)
- USC Body Computing Conference, Hackathon Winner - Won \$10,000 (2015)
- Epson Moverio Augmented Reality, Hackathon Winner - Won \$1,000 (2013)