

Ilknur Aspir

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SUMMARY

An experienced XR Developer specializing in learning design, innovation, and technology. I hold an EdM in Learning Design from Harvard University and have cross-registered at the Harvard Business School and MIT. My project experience includes developing XR apps for musicians and creating MR experiences for students. I currently serve as the Co-president of the Harvard GSE AR/VR Club, and I am passionate about leveraging immersive technologies for enhancing learning experiences.

EDUCATION

Harvard University

Cambridge, MA

EdM in Learning Design, Innovation, and Technology

Jun 2022 - May 2023

- Cross-registered in Lab to Market at the Harvard Business School, collaborated with Dr. Jeffrey Yang's lab on a project using VR and olfactory stimuli to reduce post-operative pain and anxiety for medical operations.
- Cross-registered in Making Music in the Metaverse at MIT.

Middle East Technical University

Ankara, Turkey

BS Computer Education and Instructional Technology

Sep 2018 - Jun 2022

- Selected courses: Programming for Engineers, Data Structures and Algorithm, Database Systems.

PROJECT EXPERIENCE

StageFright VR, MIT Media Lab

Cambridge, MA

XR Developer

Oct 2022 - Present

- Collaborated in the construction of an innovative XR app to support performing musicians' confidence during their experience, leveraging Unity and Meta Quest 2.
- Deployed CBT (Cognitive Behavioral Therapy) techniques within an immersive virtual environment to create a realistic performance setting, aiming to reduce user stress by 40%.

YOVR Intelligence, MIT Reality Hack 2023

Cambridge, MA

XR Developer

Jan 2023 - Jan 2023

- Deployed a rapid prototype MR experience over 2.5 days, utilizing Unity, Git, and Lynx R1 Headset to gain insight into intelligence and social impact for low-income high school students.
- Optimized the Unity engine performance by 10%, creating an engaging platform that resulted in a 90% satisfaction rating among participants.

DisAR, TUBITAK

Ankara, Turkey

R&D Assistant

Nov 2021 - Apr 2022

- Designed and developed interactive AR applications to help secondary school students with learning disabilities improve their comprehension and retention of math and science concepts.
- Constructed an equitable and accurate assessment system for 5+ science and math apps by providing feedback sessions with users to ensure knowledge acquisition, increasing the accuracy.

WORK EXPERIENCE

Harvard University

Cambridge, MA

Project Assistant (Software Developer)

Oct 2022 - May 2023

- Developed a language project website from start to finish, including formulating the design concept, structure and testing.
- Created engaging and informative contents for the webpage and designed user-friendly and responsive user interface features to enhance navigation on the website, resulting in a 40% increase in visits and a 20% decrease in bounce rate.

Jotform

San Francisco, CA

Software Developer

Sep 2021 - Jul 2022

- Developed and implemented new features for Jotform's Approvals product, such as a custom-coded multi-select function and the ability to move, delete, duplicate, and lock items on the approval flow, enhancing the user experience and efficiency by 85% among 20 million users.
- Implemented changes for Jotform's new branding project, leveraging CSS, SASS, JavaScript, and React.js, resulting in a 75% improvement in brand identity accuracy.

GUI Consultancy, METU Technopolis

Ankara, Turkey

Software Development Intern

Sep 2020 - Jan 2021

- Architected web applications to optimally accommodate MS SQL functionality, increasing response time by 40%. Modified existing C# routines and developed a UI design to enhance application performance by 30%.
- Developed RESTful services to allow access to and extraction of data from web-based applications in an MS SQL environment, optimizing retrieval speed with a 25% improvement.

LEADERSHIP EXPERIENCE

Harvard GSE AR/VR Club

Cambridge, MA

Co-president

Sep 2022 - Present

- Oversaw the operations of a club, hosting events and workshops to increase engagement among 80+ members interested in AR/VR technology.
- Created innovative events for external guest experts in the AR/VR and tech sector, resulting in a 50% increase in membership growth.

SKILLS

Skills: C#, Python, Java, SQL, HTML, CSS, JavaScript, React.js, Git, Linux, Unity, Blender, Figma