

# Baris Ardic

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## EDUCATION

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<b>PhD in Software Engineering</b> <i>Delft University of Technology</i>	2022 – Present <i>Delft, Netherlands</i>
<b>Master of Science in Computer Engineering</b> <i>Bilkent University</i>	2019 – 2021 <i>Ankara, Turkey</i>
<b>Bachelor of Science in Computer Engineering</b> <i>Bilkent University</i>	2014 – 2019 <i>Ankara, Turkey</i>

## EXPERIENCE

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<b>Doctoral Researcher</b> <i>Delft University of Technology</i>	Sept. 2022 – Present <i>Delft, Netherlands</i>
<ul style="list-style-type: none"><li>Conduct research on human-centered software engineering, focusing on how testing is learned, practiced, evaluated, and supported by AI-assisted tools</li><li>Study human-AI interaction in software engineering, including how students and developers use generative AI for software testing and how humans communicate expectations to coding agents</li><li>Use mixed-method empirical research, including observational studies, surveys, interviews, repository mining, NLP-based analysis, thematic analysis, systematic mapping, and controlled evaluations</li><li>Evaluate generative AI systems using human-based, scenario-level metrics to assess the usefulness, correctness, and limitations of AI-generated tests</li><li>Supervise student research projects, including a bachelor's thesis project with five students resulting in a short paper and a master's thesis on human perceptions of AI-agent contributions in open-source software</li></ul>	
<b>Researcher and Teaching Assistant</b> <i>Bilkent University</i>	Feb. 2019 – Sept. 2021 <i>Ankara, Turkey</i>
<ul style="list-style-type: none"><li>Conducted research in the Bilkent University Software Engineering and Data Analytics Research Group (BILSEN), focusing on peer code review, game-based learning, gamification, and software engineering education</li><li>Designed and evaluated serious games and educational tools for teaching software engineering practices</li><li>Served as Head TA for CS319 – Object-Oriented Software Engineering and CS453 – Application Lifecycle Management</li><li>Performed teaching assistant duties including project, presentation, quiz, lab, and homework grading; assignment preparation; proctoring; and student consultation</li></ul>	
<b>Summer Intern</b> <i>OpsGenie, Atlassian</i>	Jun. 2018 – Aug. 2018 <i>Ankara, Turkey</i>
<ul style="list-style-type: none"><li>Worked full-time as a team member on the back-end development of a microservice-based web application for incident management</li></ul>	
<b>Summer Intern</b> <i>4S Information Technologies</i>	Jul. 2016 – Aug. 2016 <i>Ankara, Turkey</i>
<ul style="list-style-type: none"><li>Worked on a custom server load balancer and a static website for a customer</li></ul>	

## SKILLS

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**Programming Languages:** Python, JavaScript, Java, MATLAB, SQL

**Libraries & Tools:** Git, Docker, CI/CD pipelines, Pandas, Jupyter, Atlas.ti, LaTeX

**Research Methods:** Mixed-methods research, observational studies, interviews, surveys, thematic analysis, systematic mapping, repository mining, experimental evaluation

**Languages:** Turkish (Native), English (Full professional proficiency), Dutch (A2)

## PUBLICATIONS

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- How Students Use Generative AI for Software Testing: An Observational Study** 2026  
*Empirical Software Engineering*  
• **Baris Ardic**, Quentin Le Dilavrec, Andy Zaidman. Observational study examining how students use generative AI in software testing tasks. DOI: <https://doi.org/10.1007/s10664-026-10898-0>
- The Qualitative Factor in Software Testing: A Systematic Mapping Study of Qualitative Methods** 2025  
*Journal of Systems and Software*  
• **Baris Ardic**, Carolin Brandt, Ali Khatami, Mark Swillus, Andy Zaidman. Systematic mapping study examining the use of qualitative methods in software testing research. DOI: <https://doi.org/10.1016/j.jss.2025.112447>
- A Serious Game Approach to Introduce the Code Review Practice** 2025  
*Journal of Software: Evolution and Process*  
• **Baris Ardic**, Eray Tuzun. Journal article on using a serious game to introduce and teach code review practice. DOI: <https://doi.org/10.1002/smr.2750>
- What Are Massive Open Online Courses (MOOCs) Teaching About Software Testing?** 2024  
*AST 2024*  
• Neda Džiugaitė, **Baris Ardic**, Andy Zaidman. Conference paper examining how software testing is covered in massive open online courses. DOI: <https://doi.org/10.1145/3644032.3644469>
- Hey Teachers, Teach Those Kids Some Software Testing** 2023  
*SEENG Workshop at ICSE 2023*  
• **Baris Ardic**, Andy Zaidman. Empirical study of software testing education, combining a curriculum analysis of 100 highly ranked universities with a practitioner survey on testing knowledge and skill acquisition. DOI: <https://doi.org/10.1109/SEENG59157.2023.00007>
- CRSG: A Serious Game for Teaching Code Review** 2020  
*ACM ESEC/FSE 2020*  
• Kaan Unlu, **Baris Ardic**, Eray Tuzun. Tool paper presenting CRSG, a serious game designed for teaching code review. DOI: <https://doi.org/10.1145/3368089.3417932>
- ToolStackers: A Boardgame for SE Education** 2020  
*CSEE&T 2020 / SE-Games Workshop*  
• **Baris Ardic**, Eray Tuzun. Extended abstract introducing a board game for software engineering education. DOI: <https://doi.org/10.1109/CSEET49119.2020.9206227>
- Creation of a Serious Game for Teaching Code Review: An Experience Report** 2020  
*CSEE&T 2020*  
• **Baris Ardic**, Irem Yurdakul, Eray Tuzun. Experience report describing the design and creation process of a serious game for teaching code review. DOI: <https://doi.org/10.1109/CSEET49119.2020.9206173>
- Narmanlı Han'ın Tarihçesi ve İstanbul Kültür Hayatındaki Yeri** 2015  
*Bilkent University History of Turkey Collection*  
• **Baris Ardic**, Başak Melis Öcal, Buket Seçkin, Emre Ünlü, İrem Yüksel. Student research project on the history of Narmanlı Han and its place in Istanbul cultural life.