Cihan Sari

Curriculum Vitae

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Work Experience

2018–Present **R&D Computer Vision Engineer**, GRITWORLD, Frankfurt.
Research and Development of technologies, tools and pipelines in computer vision, computer graphics, virtual reality and augmented reality.

2016–2018 **Project Manager**, ISRA VISION AG, Darmstadt.
Started as project Manager on Corporate Electronics, Illuminations and Sensors, hardware solutions, development and management. Currently the project manager for the plastics business unit, focusing on architecture and development of the next generation front and backend technologies.

2014–2015 **R&D Manager**, VISTEK ISRA VISION, Istanbul.
R&D Manager of research and development team. Working on machine vision based solutions for industrial automation, quality control and computer vision applications

2010–2014 **R&D Engineer**, VISTEK ISRA VISION, Istanbul.
Member of research and development team. Working on machine vision based solutions for industrial automation, quality control and computer vision applications

Education

2012–2018 **Masters on Systems and Control Engineering** , *Boğaziçi University*, Istanbul.

2004–2010 **Bachelor of Electrical and Electronics Engineering**, *Yeditepe University*, Istanbul.

Computer skills

C++17, Qt, TypeScript, Angular, Matlab, Bash, MS Office, Microsoft Windows, Ubuntu, LaTeX

Communication Skills

2013 Interpersonal Communication, Alexander Harmsen

2014 Effective Leadership, Alexander Harmsen

Projects

2018–present **GritRena**, Computer Vision Enginer.
3D Scene reconstruction based on C++17. Currently working as part of the development team.

2017–2018 **Touch & Inspect Framework**, Project Manager.
Industry 4.0 compatible new software framework and architecture based on C++17, TypeScript and Angular. Worked as *architect, lead developer and team manager* for the development team.

2016–2017 **BeadMaster**, Project Manager.
2D Bead inspection sensor. Worked as *project manager* coordination and planning for hardware development team.

2011–2016 **TIS Tumbler Inspection**, Team Manager.
Tableware Inspection System, quality inspection machine (mouth, sides, surface, brim and bottom purity inspection). Worked as *vision engineer and coordinator* for three years, then became *team manager* of research and development team.

2010–2016 **Vistek Projects**, R&D Engineer.
Worked as *the developer* on core program, user interface, database and machine vision algorithms for various projects.

Personal and Grad Projects

2016–2017 **Automatic Detection and Visualization of Garment Color in Western Portrait Paintings**, Grad Project.
Paintings give us important clues about how males and females were perceived over centuries in the Western culture. In this paper, we describe a system that allows scholars to automatically visualize how the clothing colors of male and female subjects changed in time. Our system analyzes a large database of paintings, locates portraits, automatically classifies them into male or female, segments the clothing area and finds its dominant color. An interactive, we -based visualization is proposed to allow further exploration of the results. We manually annotate a portion of the Rijksmuseum collection for this purpose, and use state of the art image processing and computer vision algorithms to process the paintings. We use a deep neural network based style transfer approach to improve gender recognition (or more correctly, sex recognition) of the sitters of portraits. The annotations and the code of the approach are made available.

2011–2012 **Leaf Recognition**, Grad Project.
Project for Introduction to Image Processing and Computer Vision course, which eventually lead to "Combination of Gross Shape Features, Fourier Descriptors and Multiscale Distance Matrix for Leaf Recognition" study. It recognizes the provided leaves using three separate SVM classifiers trained with respective feature sets and determines the final decision by weighing decisions with cross-validation performances.

Interests

- Programming
- Machine Vision
- Computer Vision
- Automation
- Pattern Recognition
- Computer Games