

## EDUCATION

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| <b>ETH Zurich</b><br>M.S. in Computer Science, GPA: 5.63/6.00<br>– Thesis: “Learning in-the-wild Temporal 3D Pose Estimation from MoCap Data”  | Zurich, CH<br>2018–2020 |
| <b>Middle East Technical University</b><br>B.S. in Computer Engineering, GPA: 3.96/4.00 (ranked 2 <sup>nd</sup> /190 in the dept.)<br>– Thesis: “AlgoTrade: A web-based algorithmic trading and backtesting framework” | Ankara, TR<br>2013–2018 |

## EXPERIENCE

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| <b>ETH Zurich</b><br>Student Research Assistant at Data Analytics Lab<br>– Interpretability in adversarial word embeddings for text<br>– Adapted the codebase for adversarial attacks on embeddings, conducted qualitative and quantitative analyses, worked on adversarial text generation via embedding projection  | Zurich, CH<br>Summer 2019   |
| <b>Imperial College London</b><br>Research Intern at Intelligent Behaviour Understanding Group (iBUG)<br>– A novel audiovisual dataset for normal, whispered and silent speech<br>– Created tools for data collection and analysis, analysed the collected data, implemented fixes, worked on the reimplementation of the existing network in a different library | London, UK<br>Summer 2017   |
| <b>École Polytechnique Fédérale de Lausanne</b><br>Research Intern at Data Intensive Applications and Systems Laboratory (DIAS)<br>– Microarchitectural analysis of OLAP database systems<br>– Examined the changes in microarchitectural utilization of different column-oriented database systems on distinct workloads   | Lausanne, CH<br>Summer 2016 |

## PUBLICATIONS

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- [1] S. Petridis, J. Shen, **D. Cetin**, and M. Pantic, “Visual-Only Recognition of Normal, Whispered and Silent Speech”, in *2018 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)*, Apr. 2018, pp. 6219–6223.

## TEACHING

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| • <b>Student Teaching Assistant</b> at Middle East Technical University<br><i>Programming Language Concepts (CENG 242)</i> | Spring 2018 |
| • <b>Student Teaching Assistant</b> at Middle East Technical University<br><i>Introduction to C Programming (CENG 230)</i> | Fall 2016   |

## SKILLS

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- **Programming:** Python, Matlab, C/C++, Java
- **M. Learning:** PyTorch, TensorFlow, Keras, Chainer
- **Tools/Techs:** LaTeX, Git, SQL
- **Web:** HTML/CSS, Jekyll, JavaScript

## LANGUAGES

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- **English:** Proficient, TOEFL iBT score: 112/120
  - **GRE:** V: 162/170, Q: 170/170, AW: 4.0/6.0
- **Turkish:** Mother tongue, native speaker
- **Spanish:** Conversational, CEFR level: A1-A2

## PROJECTS

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See full list of projects on [dcetin.me/projects](https://dcetin.me/projects)

- **eth-cs-notes** (LaTeX/Markdown, 2019)  
Lecture notes/cheatsheets for Master's in CS
- **bert-adv-embed** (Python/Chainer, 2019)  
Adversarial perturbations on BERT word embeddings

## SCHOLARSHIPS AND AWARDS

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| • ETH Zurich Direct Doctorate Scholarship   | 2018–2020 |
| • 3 <sup>rd</sup> place in METU Ceng Demo Day 2018, final year project exhibition of the department             | 2018      |
| • Erasmus+ Traineeship Scholarship  | 2017      |
| • Summer@EPFL Scholarship   | 2016      |
| • METU Development Foundation Scholarship for Outstanding Success   | 2013–2018 |
| • Merit based Prime Ministry Scholarship  | 2013–2018 |
| • Isbank Altın Gençler Award and mobility grant   | 2013      |
| • Ranked 4 <sup>th</sup> among 1.9 million participants nationwide in Undergraduate Placement Examination (LYS) | 2013      |

## VOLUNTEERING & MENTORING

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| • Career Mentor at Crossing Paths<br><i>Helping undergraduate students on their career goals, also took part in their Career Chats program</i>                                  | 2017–Current |
| • Master Helper at ETH VIS Welcome Day 2019<br><i>Mentored newcomer Master students, gave a campus tour and aided them in Study Planning Workshop</i>                           | Fall 2019    |
| • C Programming Language Tutor at IEEE METU Student Branch<br><i>An introduction to programming and a tutorial for the school courses for non-CS students</i>                   | Fall 2016    |
| • Official Turkish localization of the video game Human Resource Machine<br><i>A puzzle game by Tomorrow Corporation, simulating a simple computer in an office environment</i> | Winter 2015  |