


Surname	Atik	
Name	Mehmet Ali Osman	
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Education	2024 ~ , Akdeniz University – Computer Engineering – PhD 2020 – 2023 , Akdeniz University – Computer Engineering – MS 2014 – 2019 , İstanbul Teknik University – Computer Engineering – BS 2008 – 2010 , Sakarya University – Computer Programming – AS 1998 – 2005 , Ege University – Astronomy and Space Sciences 1991 – 1998 , Bilecik Anatolian High School	
Work	Granitaş Granit San. Tic. A.Ş. 07.2012 – 08.2014 (25m) Database Programmer & IT Systems Supporter Uğur Optik Makina 03.2023 – 02.2024 (12m) Unity Developer	
Project	Tübitak 120F072, Kümelerin Yeni Parametreleri ve Kayıp Açık Kümelerin Peşinde, 1001 – Araştırma, ARDEB, MFAG 15.02.2022 – 15.07.2023	
Certificates	Network and Systems (Advanced, 400 hrs.) 05.01.2012 Özel Meridyen Eğitim Kursu - İstanbul	
Languages	English (Advanced) (2019-YDS3 Score 83,75)	
Prog. & Dev.	C, C++, C#, PYTHON, SQL, HTML5, CSS3, LINUX, MATLAB, ROS, Raspberry Pi, 3dsMax, Unity	
Areas of Interest	Machine Learning (ML), Computer & Robot Vision (CV), Artificial Intelligence (AI), Natural Language Processing (NLP), VR, MR	
Additional	Class-B driving license (2006), Class-A2 driving license (2013) , Military service completed (2008)	
Hobbies	Mountaineering, AiKiDo, Guitar	

Internship Project 1	<p>Comprehensive research for a chatbot project that can perform NLP (Natural Language Processing) techniques in the Turkish language. The project was for use on a mobile insurance application.</p> <p>Ortus Software & Consultancy 07.2017 - 08.2017 (1m)</p>
Internship Project 2	<p>Experimental research for augmenting the performance of an existing plate recognition system with CV (Computer Vision) techniques. The perspective projection method was implemented instead of simple image rotation.</p> <p>Esit Electronic Ltd. Co. 07.2018 - 08.2018 (1m)</p>
Graduation Project	<p>Company Relations Extraction (Yapı Kredi Teknoloji)</p> <p>The project aimed to find the relations between the commercial customers of the bank from selected daily newspapers web pages and from other announcing services such as KAP (Kamu Aydınlatma Platformu) by using NLP (Natural Language Processing) and ML (Machine Learning) techniques. CRF (Conditional Random Fields) modeling methods have been used to detect the company names from the mined sources and SVM (Support Vector Machines) models have been used to classify the type of relations between the companies.</p>
MS Thesis Project	<p>Investigation of Shade Features Under IR Illumination for Facial Biometric Authentication Systems</p> <p>The aim of the project was the extraction of shade features due to the 3D structure of faces under IR lighting conditions. A synthetic dataset has been created by Unity Game Engine. CNN models have been trained to learn illumination directions and approve 3d facial structure. The results of the various experiments and their performances were compared accordingly.</p>