Surname	Atik	
Name	Mehmet Ali Osman	
Birth Date	August 18, 1980	
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Education	2020 , 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	
Languages	English *(Advanced)* (2019-YDS3 Score 83,75)	
Hobbies	Mountaineering, AiKiDo, Guitar, Drawing, Photography	
Additional	Class-B driving license (2006) , Class-A2 driving license (2013) Military service completed (2008)	
Certificates	Network and Systems (Advanced, 400 hrs.) 05.01.2012 Özel Meridyen Eğitim Kursu - İstanbul	
Prog. & Dev.	C, C++, PYTHON, LINUX, MATLAB, SQL, HTML5, CSS3, ROS, Raspberry Pi	
Areas of Interest	Machine Learning (ML), Computer & Robot Vision (CV), Artificial Intelligence (AI), Natural Language Processing (NLP)	

Internship Project 1	Comprehensive research for a chatbot project that can perform NLP (Natural Language Processing) techniques in Turkish language. The project was for use on mobile insurance application. Ortus Software & Consultancy 07.2017 - 08.2017 (1m)
Internship Project 2	Experimental research for augmenting the performance of an existing plate recognition system with CV (Computer Vision) techniques. Perspective projection method implemented instead of simple image rotation. Esit Electronic Ltd. Co. 07.2018 - 08.2018 (1m)
Graduation Project	**Company Relations Extraction (Yapı Kredi Teknoloji)** The aim of the project was 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) modelling methods has 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.
MS Thesis Project	**Investigation of Shade Features Under IR Illumination for Facial Biometric Authentication Systems** The aim of the project is extraction of shade features due to the 3d structure of faces under IR lighting conditions. A synthetic dataset will be created by Blender or Unity Game Engine. Various flash arrays will be experimented for revealing effective shading scenes. Candidate deep neural network structures will be introduced to extract desired features and approve 3d facial structure. Results of the various experiments and their performances will be compared accordingly.