Ali Osman Ulusoy

https://aliosmanulusoy.github.io/

Education

Post-doctoral researcher, MPI for Intelligent Systems — 2014-2017
Advised by Michael J. Black and Andreas Geiger.
Research on 3D reconstruction and 3D deep learning.

Ph.D. in Engineering, Brown University — 2008-2014
Advised by Joseph L. Mundy.
Research on probabilistic methods for 3D reconstruction.

Sc.M. in Applied Mathematics, Brown University — 2008-2011
Coursework on probability and statistics.

B.S. in Computer Engineering, Bilkent University — 2004-2008
CGPA 3.88/4.0, graduated 3rd out of $\widetilde{1}50$ students.

Employment History

Microsoft (Redmond, WA).
Senior Scientist - Localization and mapping for Azure Spatial Anchors. — 2019-now
Scientist II - Surface reconstruction and scene understanding. — 2017-2019

Vision Systems Inc. (Providence, RI) — Summer 2014
Research scientist
Computer Vision start-up led by Prof. Joseph L. Mundy.

Vistek (Istanbul, Turkey) — Summer 2014
Software engineering intern
Computer Vision start-up led by Prof. Aytül Erçil.

Siemens (Istanbul, Turkey). — Summer 2006
Software engineering intern

Honors and Awards

International Conf. on 3D Vision (3DV) Best Paper Award — 2015

Outstanding Reviewer Awards
Computer Vision and Pattern Recognition (CVPR) — 2017, 2018, 2019
European Conference on Computer Vision (ECCV) — 2016

NVIDIA Hardware Donation - A Nvidia Tesla K20c graphics card — 2013

Publications

Please find my publications at https://aliosmanulusoy.github.io/.

Academic Service

Phd Thesis committee
Kumar Shaurya Shankar - Robotics Institute, Carnegie Mellon University — 2020

Reviewer
Conf. on Computer Vision and Pattern Recognition (CVPR) — 2016 - present
European Conference on Computer Vision (ECCV) — 2016
Conf. on 3D Vision (3DV) — 2017, 2018
ACM SIGGRAPH ASIA — 2016

International Journal of Computer Vision (IJCV) 2015, 2018, 2019
Transactions on Pattern Recognition and Machine Intelligence 2018, 2020
Image and Vision Computing (IVC) 2013, 2014

Organizer,
Workshop on Computer Vision Applications for Mixed Reality Headsets, held in conjunction CVPR 2019

Invited Talks and Posters

Patches, Planes and Probabilities: A Non-local Prior for Volumetric 3D Reconstruction
Lines, Planes and Manhattan Models for 3-D Mapping Workshop at IROS 2017

Towards Probabilistic Volumetric Reconstruction using Ray Potentials
Microsoft 2017
International Workshop on Computer Vision 2016
University of North Carolina at Chapel Hill 2015

Probabilistic and Volumetric Reconstruction of Time-Varying 3-d Scenes
MPI Intelligent Systems - ETH Learning Systems Workshop 2015
Harvard University 2015
GE Global Research Center 2014

Image-based 4-d Modeling Using 3-d Change Detection
MIT 2014
Vision Systems Inc. 2013

Probabilistic and Volumetric Reconstruction of General Dynamic 3-d Scenes,
Greater New York Area Multimedia and Vision Meeting 2013