Alper Şahıstan,

Curriculum Vitae

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⦿ www.github.com/STLKRv1

Education and Qualifications

2015–2019	Bilkent University Department of Computer Engineering	**CGPA:3.40**
2019–2021	M.Sc. Bilkent University Department of Computer Engineering	**CGPA:3.52**

Current Position

2022–current   **Ph.D. Student**, University of Utah School of Computing **Advisor:** TBD

Areas of Specialization

My areas of research include **ray tracing, volume rendering, scientific visualization and computer graphics**. I am also interested in high-performance computing and computational geometry.

Research

- I have been working with Prof. Güdükbay since my 3rd year as a undergrad(2018) on various topics. We have been collaborating with Dr.Ingo Wald, Dr. Stefan Zellmann, and Nate Morrical.
- My current research projects revolve around scientific visualization, ray tracing
- I have also worked on a project funded by The Scientific and Technological Research Council of Turkey(TUBITAK) project no:117E881 which proposed compact tetrahedral-meshes as acceleration structures for ray tracing.

Experience

2019–2022	**Teaching Assistant to Programming Languages course:** Grading projects,assignments for the course given by Prof. H. Altay Güvenir.
2019–2022	**Teaching Assistant to Computer Organisation course:** Tutoring and grading labs by Prof. Özcan Öztürk.
2018	**Engine Programming Intern**, TaleWorlds Entertainment

Full Papers

1. Morrical, N, A Sahistan, U Güdükbay, I Wald, and V Pascucci (2022). Quick Clusters: A GPU-Parallel Partitioning for Efficient Path Tracing of Unstructured Volumetric Grids. In: *2022 IEEE Visualization Conference (VIS)*.
2. Zellmann, S, I Wald, A Sahistan, M Hellmann, and W Usher (2022). Design and Evaluation of a GPU Streaming Framework for Visualizing Time-Varying AMR Data. In: *Eurographics Symposium on Parallel Graphics and Visualization*. Ed. by R Bujack, J Tierny, and F Sadlo.

Short Papers

1. Sahistan, A, S Demirci, N Morrical, S Zellmann, A Aman, I Wald, and U Güdükbay (2021). Ray-traced Shell Traversal of Tetrahedral Meshes for Direct Volume Visualization. In: *2021 IEEE Visualization Conference (VIS) Short Papers*.