Burak Bastem

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Koç University Rumelifeneri Yolu 34450 Sarıyer, İstanbul, Turkey

EDUCATION

Koç University, Graduate School of Sciences and Engineering, Istanbul, Turkey Master of Science in Computer Science and Engineering, GPA 3.88/4.00 Thesis: Tiling-Based Programming Model for GPU Clusters Targeting Structured Grids

2016 - 2019

Koc University, College of Engineering, Istanbul, Turkey

2010 - 2016

Bachelor of Science in Computer Engineering, Double Major (BSc) in Industrial Engineering, Track Certificate Program in Software Engineering, GPA 3.18/4.00

EXPERIENCE

Yapı Kredi, Senior Software Developer, Istanbul, Turkey

July 2018 – Present

Developing machine learning models for credit card fraud detection at R&D division.

Koç University ParCoreLab, Research Assistant, Istanbul, Turkey

June 2015 – April 2019

- Implemented TiDA-C++, tiling based multi-threaded programming model to increase cache performance with data locality and manage parallelism. TiDA achieves up to 2.10x speedup over OpenMP and resulted in publication at ISC'16.
- Designed and developed TiDA-acc. TiDA-acc is a tiling-based GPU programming model which manages distinct address spaces, successfully hides transfer latency between CPU and GPU, automatically generates GPU code, handles cases where there is no sufficient GPU memory and is published at ICPP'17.
- Integrated TiDA-acc to SMC, a combustion simulation consisting of approximately 10,000 lines of code, and presented an article as well as a poster about the study at BAŞARIM'17, Turkey's national HPC conference.
- Developed a tiling-based high-level asynchronous programming model for GPU clusters using TiDA-acc. On top of TiDA-acc, it utilizes all GPUs (and CPUs) in the system, overlaps any type of communication with computation and achieves good speedup. An article about the study is under review for publication.

Koç University, Teaching Assistant, Istanbul, Turkey

Sept 2016 – July 2018

Assisted in teaching, supervision and assessment of Computer Architecture, Operating Systems and Parallel Programming courses, and received Teaching Assistant Training Certificate.

Lawrence Berkeley National Laboratory, Research Assistant, Berkeley, CA, US

July - Sept 2016

Studied existing GPU execution models and SMC implemented with AMReX, an AMR framework from Berkeley Lab, implemented GPU version of SMC kernels, and collaborated on TiDA-acc design.

Vestel Research and Development, Software Engineering Intern, Istanbul, Turkey

Aug 2015

Developed three proof of concept applications for Android platform.

Netaş Telecommunication, Software Engineering Intern, Istanbul, Turkey

June - Aug 2014

Analyzed and configured static code analysis tools (PMD, FindBugs and Checkstyle) which are integrated to continuous delivery project.

PUBLICATIONS

Conference Proceedings

- B. Bastem, D. Unat, "Tiling-Based Programming Model for Structured Grids on GPU Clusters", under review
- B. Bastem, D. Unat, W. Zhang, A. Almgren, J. Shalf, "Overlapping Data Transfers with Computation on GPU with Tiles", International Conference on Parallel Processing (ICPP), Bristol, UK, August 2017
- D. Unat, T. Nguyen, W. Zhang, N. Farooqi, B. Bastem, G. Michelogiannakis, A. Almgren, J. Shalf, "TiDA: High-Level Programming Abstractions for Data Locality Management", International Supercomputing Conference (ISC), Frankfurt, Germany, June 2016

HONORS AND AWARDS

Research Project Scholarship Recipient, Prof. Didem Unat via TÜBİTAK

2016 - 2018

Half Merit Scholarship Recipient, Koç University, Istanbul, Turkey

2010 - 2016 2016

Second Best Senior Project Award, Koç University, Istanbul, Turkey Dean's Honor Roll, Koç University, Istanbul, Turkey

Fall 2014, Fall 2015, Spring 2016

Vehbi Koç Scholar, Koç University, Istanbul, Turkey

Spring 2014, Spring 2015

SKILLS

Language: Turkish-Native

English-Advanced

 KAPLAN International Certificate of Achievement, New York City, NY, US **Summer 2012**

Computer:

- C, C++, Java, Julia, Python, Objective-C, SQL, HTML, PHP, MATLAB - Pthreads, OpenMP, MPI, CUDA,

OpenACC, Knet, Keras, NumPy, Pandas, OpenCV, OpenGL - Linux, Android, iOS