

Cagri Gungor

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Education

September 2016 – June 2021 (Expected)
Bilkent University
**Bachelor of Science (B.Sc.),
Computer Science**
Ankara, Turkey

Senior (Full Merit Scholarship), CGPA: **3.35/4.00**, Top **10%** in class.

Selected Coursework:

- Artificial Intelligence
- Machine Learning
- Computer Vision
- Introduction to Research in Computer Science (Computer Vision)
- Object-Oriented Software Engineering

Experience

August 2020 – Present
3DUniversum
Machine Learning Intern
Amsterdam, Netherlands

- Conducting research on visual emotion manipulation in the videos.
- Emotion coefficients of 3D reconstructed faces are used to benefit from their ability to emotion manipulation.
- Generative adversarial networks are used to both manipulate emotion in 3D reconstructed faces and turning them into original frames.
- Currently trying to make lips-sync by adding audio information to the GAN pipeline to enhance consistency between frames.
- We are aiming to submit paper to the **ICCV 2021** conference.

October 2019 – August 2020
Bilkent University
Research Assistant & Intern
Ankara, Turkey

- The research was conducted on audio-visual emotion recognition by assessing the effect of end-to-end multimodality and temporal attention in video analysis under the supervision of Asst. Prof. Dr. Hamdi Dibeklioglu.
- We are currently submitting the paper “*End-to-End Learning for Attended Multimodal Emotion Recognition*” to the IEEE Transactions on Affective Computing [[Paper](#)].

July 2019 – September 2019
OPLOG Operational Logistics
Data Science Intern
Ankara, Turkey

- Worked on an autonomous delivery robot project with AI team.
- Worked on Image Processing and Computer Vision projects (e.g., obstacle detection, Qr code angle calculation, Qr code decoding, semantic segmentation for Qr Code, etc.) using OpenCV, Keras, Tensorflow in Python.

September 2018 – Jun 2019
Bilkent University
Undergraduate Teaching Assistant
Ankara, Turkey

- Helped students for Java programming during CS101 lab in Fall 2018.
- Assisted students with their questions and problems regarding the lab work which included topics such as Digital Circuitry, SystemVerilog and Vivado in Spring 2019.

Projects

GymFeat – AI Fitness Trainer, Senior Design Project – 2020

- GymFeat proposes a personalized fitness program according to personal information.
- Pose estimation algorithms is applied in real-time to analyze the movement of the user.
- AI trainer can interact with the user by giving directions and warnings with voice
- Flutter is used to build the app in iOS and Android platform, Python with PyTorch is used to analyze the exercises.

Soundtrack Generator, Machine Learning, Course Project – 2019

- Soundtrack Generator aims to produce a soundtrack from movie poster regarding its genre.
- To classifying movies to its genre, CNN is used and according to the genre producing a soundtrack RNN is used.
- Used Keras with Tensorflow backend.

Catan Desktop Game, Object Oriented Programming, Course Project – 2019

- The aim of the project is to produce game using OOSE principles including requirement elicitation, analysis, design.
- Detailed project analysis, design and final report are written.

- Implemented with Java, and JavaFX for UI.
- **Multiple Face Recognition - 2019**
- It is an individual project that aims to recognize the faces of my father and me.
- The dataset which contains photos of father and me is created by capturing different poses.
- For training, a convolutional neural network with multiple layers is used.
- A real-time test using a computer camera is done.

CS102, Algorithms and Programming II, Course Project – 2018

- As a team of 4, we developed Biology game from scratch by using Java FX.
- The application aims to provide a fun way to learn biology.

Skills & Languages

- Programming Languages: Python, C/C++, MySQL, MatLab/Octave, Java, System Verilog, Assembly.
 - API: PyTorch, TensorFlow, Keras, OpenCV, Numpy, Pandas, GitHub, JavaFX, etc.
 - Personal Abilities: Quick learner, Communication, Leadership, Time Management, Teamwork, Ability to Work Under Pressure.
- Turkish** - Native
- English** - Professional Working Proficiency
- TOEFL iBT:** 91, Reading:24, Listening:23, Speaking:22, Writing:22
- GRE:** Quantitative: 170, Verbal: 143
- Spanish** - Elementary

Extracurricular Activities & Hobbies

ESTIEM Bilkent Student Branch, Local Responsible 2018

- Attended an event at Minsk, BELARUS (2017 Summer) which associates students among Europe and creates an educational and entertaining environment.

Bilkent Aviation Student Branch, Vice President of Paragliding 2018

- Motivated student to be a member of the student branch.
- Organized paragliding events for almost every weekends.
- Flew many paragliding points in Turkey.
- The highest point is around 1600 m (Fethiye, TURKEY).

Private Samsun Science High Schools Basketball Team Captain 2015

- The 1st around 16 teams in the basketball competition.

Honours & Rewards

- 2nd place among 500 projects in History of Turkey course at Bilkent University
- Received Bilkent University B.S. Degree Scholarship includes providing funding, housing, and tuition fees for B.S. candidates who demonstrate high success in Turkish Nationwide University Entrance Examination.
- Ranked **389th** in Nationwide University Entrance Exam (LYS) among 2 million students.

References

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