

EXPERIENCE

Machine Learning Engineer

Ubisoft Entertainment

2019 – Current

Paris, France

Work on a fast and accurate semantic similarity engine using a state-of-the-art multilingual DistilBERT-based model and ANNG search in Python and Rust

Open-sourced my Rust implementation of our NLP model for real-time inference and was a major contributor of v0.3.0 of the sentence-transformers library

Deployed our microservice architecture in production using Kubernetes and a complete stack of tools for benchmarking, testing, monitoring, logging and reporting

Prototype work on a fast high-quality face swap algorithm

Deep Learning Intern

Nvidia Corporation

2018 – 2019

SF Bay Area, US

Work on DLSS (Deep Learning Super Sampling), one of Nvidia Turing’s major feature for real-time anti-aliasing and upscaling on latest AAA video games

Work on other projects like style transfer for portraits with autoencoders, etc

Participated in conferences like GDC, GTC and SIGGRAPH

Software Engineer Intern

ETIX Labs R&D

2016

Luxembourg, Luxembourg

Development of a smart CCTV system for data-center monitoring

Software Engineer Intern

Robert BOSCH GmbH

2015

Saint-Ouen, France

Development of a web-based product trading platform for internal use

PROJECTS

Sentence BERT, with Rust

Implements Efficient Rust implementation of the Sentence BERT NLP model for real-time inference

Real-Time Path Tracer, with CUDA/OpenGL in C++

Leverages CUDA/OpenGL interop with support for BRDF with roughness, volume raymarching, texturing, normal maps, triangle meshes, etc

ArtFlow, a Google’s Tilt Brush-like, web-based

ArtFlow is a VR 3D software, in which you can draw your own world using VR controllers

Real-Time rendering Engine, with OpenGL/GLSL in C++

Features microfacet-based lighting models like Cook-Torrance and Oren-Nayar for Physically Based Rendering, Spherical Harmonics lighting, asynchronous texture streaming, shadow mapping, SSAO, adaptive LOD tessellation, etc

EDUCATION

M.Sc. in Computer Science

EPITA

2013 - 2018

Paris, France

B.Sc. in Computer Science

Bahçeşehir Üniversitesi

2015

Istanbul, Turkey

SKILLS

Industry Knowledge

Machine Learning

Neural Networks

Computer Vision

NLP

Computer Graphics

Rendering

Deployment

Operating Systems

Windows

Linux

Programming Languages

Python

Rust

C++

C

GLSL

CUDA

JavaScript

APIs

Numpy

PyTorch

Keras

OpenGL

Tools

Kubernetes

Docker

Visual Studio

Vim

Jupyter Notebook

INTERESTS

Music

Cinema

Sports

Video games

Travel

LANGUAGES

French

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English

TOEIC: 985/990

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Arabic

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Spanish

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