

## PROFESSIONAL INTERESTS

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Develop robust, fast and elegant machine/deep learning and computer vision algorithms solving real-world problems  
Design efficient pipelines for analysis of data in any form

## HONORS & AWARDS

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<i>Neuro-electronics Research Flanders MSc Thesis Scholarship</i>	Spring 2018
<i>EU Mundus Joint Master Degree Full Scholarship</i>	2016 - 2018
<i>Best Research Poster Award in METU Undergraduate Research Fair</i>	May 2015
<i>Erasmus Summer Internship Grant</i>	Summer 2014
<i>Scholarship of METU Alumni Association</i>	2014 - 2016
<i>Scholarship of Prime Ministry of Turkey</i>	2010 - 2015
<i>Ranked at the top 0.5% in National University Entrance Examination</i>	2010

## EXPERIENCE

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<b>Delft University of Technology</b>	Delft, Netherlands
<i>PhD Researcher</i>	<i>September 2018 -</i>

**3D Point Cloud Registration.** Responsible for the research that aims to increase the spatial resolution of super-resolution microscopy by registering heavily under-labeled 3d point sets.

- Carried out an exhaustive review of current state-of-the-art and designed the probabilistic model
- Developed an expectation-maximization based registration framework that resulted in better reconstruction than the state-of-the-art even for 70% incomplete data

<b>Neuro-electronics Research Flanders, KU Leuven &amp; IMEC</b>	Leuven, Belgium
<i>Computer Vision Engineer (MSc Thesis)</i>	<i>January - July 2018</i>

**Reconstruction of Overlapping Cells from Image Stacks.** Responsible for the full cycle of denoising, segmentation and reconstruction of very thin dendrites from 3d image stacks.

- Managed big 3d image datasets
- Studied deep learning for unsupervised image segmentation
- Designed denoising and L1-TV based smoothing algorithms
- Developed a segmentation algorithm that is able to handle occluded objects by computing per-pixel transparency for each class using L-BFGS-B based optimization

<b>KU Leuven</b>	Leuven, Belgium
<i>Visiting Scholar</i>	<i>July - August 2017</i>

**Image Memorability Using Convolutional Neural Networks.** Carried out a research to gain better understanding on memorability of images and image organization.

- Analyzed deep image and video memorability models
- Applied deep transfer learning to reproduce the state-of-the-art

<b>Mikro-Tasarm Electronics Inc.</b>	Ankara, Turkey
<i>IC Design Intern</i>	<i>August - September 2015</i>

**Digital Circuit Design.** Responsible for the design of digital oscilloscope and tunable clock management circuits. Developed and tested successful FPGA prototypes using Verilog.

<b>KocSistem Inc.</b>	Ankara, Turkey
<i>Computer Networking Intern</i>	<i>June - August 2015</i>

**Network Design.** Designed and simulated network architecture of a company with multiple branches on Cisco hardware and software.

## Technical University of Denmark

Neuroengineering Intern

Lyngby, Denmark

June - September 2014

**Neurorehabilitation.** Responsible for the mining of relevant features that can be used in a brain computer interface based computer game for rehabilitation of children with ADHD.

- Collected EEG data from volunteers
- Designed a SSVEP based control algorithm

## EDUCATION

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### Norwegian University of Science and Technology

MSc in Applied Computer Science, Grade: B

Joint Mundus Master Degree with University of Lyon & University of Granada

Gjovik, Norway

2016 – 2018

### Middle East Technical University

BSc in Electrical and Electronics Engineering

Ankara, Turkey

2012 – 2016

## PUBLICATIONS

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### Real-time Videos Enhancement Using Deep Learning (Peer Reviewed)

S. Bolkar, C. Wang, F. Cheikh, S. Yildirim *Deep Smoke Removal From Minimally Invasive Surgery Videos*, in Proceedings of the IEEE International Conference on Image Processing (ICIP), 2018.

### Image Segmentation and Reconstruction

S. Bolkar, *Soft Segmentation of Viral Labeled Neurons*, MSc Thesis, KU Leuven (Neuro-electronics Flanders) and Norwegian University of Science and Technology, 2018.

### Spectral Imaging Literature Review

S. Bolkar & O. Ozcelik, *Bio-Spectral Imaging*, Research Report, 2015

## RELEVANT PROJECTS

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### Photorealistic Cloth Rendering

Fall 2017

A procedural processing pipeline for reverse engineering of fabric structure from a single image by utilizing both spatial and frequency domain features is developed

### Autoencoder Networks for Spectral Reflectance Estimation

Fall 2017

An autoencoder neural network for estimation of diffuse reflectance from camera tristimulus values is designed

### 3D Scene Reconstruction Using RGB-D Sensors

Spring 2017

A practical course project where volumetric reconstruction using Kinect sensor is implemented

### Designing an Autonomous Robot Playing Ping-Pong Game

Spring 2016

Bachelors graduation project that aims to create an autonomous robot playing ping pong game

## TEACHING

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TA for Signals and Systems course, TU Delft

Fall 2018

TA for Medical Imaging and Image Processing course, TU Delft

Fall 2018

## SKILLS

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**Language:** Turkish (native), English (IELTS-7.5/9), French (ele.), Bokmal (ele.)

**Programming:** Python (adv.), Matlab (adv.), C/C++ (int.), R (int.), Verilog (ele.), Assembly-68HC11, LaTeX

**Libraries:** Caffe, Tensorflow, OpenCV, LIBSVM/LIBLINEAR, Numpy, Scipy, Scikit-Learn, Scikit-Image

**Computer Programs:** KeyCreator, Cadence Virtuoso, Agilent VEE, Altera Quartus, Xilinx ISE, LTspice, Office Suites, Adobe Photoshop and Illustrator

## ACTIVITIES & HOBBIES

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Columnist in the Morsk Magazine

Amateur Artist (Drawing)

Volunteer for children with leukemia, autism, Down syndrome and CP at the Lodos (2012-2016)

Professional Basketball Player (2008-2016)