

DESCRIPTION	Multimedia research engineer with 8 years of progressive research and development experience.
SKILLS	<ul style="list-style-type: none"> • C/C++, MATLAB, Python, Bash; libav, libx264; event-driven programming, Linux • Video encoding/decoding, computer networks, probabilistic analysis, mathematical optimization, machine learning, time-series analysis • French (beginner), German (beginner), Turkish (native)
RESEARCH	<p>Real-time Video Communications</p> <ul style="list-style-type: none"> • “<i>Perceptual Quality Maximization for Video Calls with Packet Losses by Optimizing FEC, Frame Rate and Quantization</i>”, (submitted to IEEE TMM) E. Kurdoglu, Y. Liu, Y. Wang • “<i>Real-time Bandwidth Prediction and Rate Estimation for Video Calls over Cellular Networks</i>”, E. Kurdoglu, Y. Liu, Y. Wang, Y. Shi, C. Gu, J. Lyu, ACM MMSys, 2016 • “<i>Dealing with User Heterogeneity in P2P Multi-party Video Conferencing: Layered Distribution Versus Partitioned Simulcast</i>”, E. Kurdoglu, Y. Liu, Y. Wang, IEEE TMM, vol. 18, no. 1, 2016 • “<i>Dealing with User Heterogeneity in P2P Multiparty Video Conferencing: Layered Coding Versus Receiver Partitioning</i>”, E. Kurdoglu, Y. Liu, Y. Wang, Communication and Networking Techniques for Contemporary Video Workshop at INFOCOM, 2014 <p>Bitrate Adaptation for Live 360-Video Streaming</p> <ul style="list-style-type: none"> • “<i>View Direction and Bandwidth Adaptive 360 Degree Video Streaming Using Two-Tier System</i>”, F. Duanmu, E. Kurdoglu, Y. Liu, Y. Wang, ISCAS, 2017 • “<i>Prioritized Buffer Control in Two-Tier 360 Video Streaming</i>”, F. Duanmu, E. Kurdoglu, A. Hosseini, Y. Liu and Y. Wang, VR/AR Network Workshop at SIGCOMM, 2017 <p>Video Streaming over Peer-to-Peer Networks</p> <ul style="list-style-type: none"> • “<i>Adaptive Prioritized Random Linear Coding and Scheduling for Layered Data Delivery from Multiple Servers</i>”, N. Thomos, E. Kurdoglu, P. Frossard, M. van der Schaar, IEEE TMM, vol. 17, no. 6, 2015 • “<i>Scalable Video Dissemination with Prioritized Network Coding</i>”, E. Kurdoglu, N. Thomos, P. Frossard, Streaming and Media Communication Workshop at ICME, 2011 • “<i>Network Coding Node Selection Game in Collaborative Streaming Systems</i>”, N. Thomos, H. Park, E. Kurdoglu, P. Frossard, ICASSP, 2010
EDUCATION	<p>NYU Tandon School of Engineering / Ph.D., Electrical Engineering</p> <ul style="list-style-type: none"> • Advisors: Prof. Yao Wang, Prof. Yong Liu Jan. 2012 - May 2017 <p>École Polytechnique Fédérale de Lausanne (EPFL) / M.Sc., Communication Sciences</p> <ul style="list-style-type: none"> • Advisors: Prof. Pascal Frossard, Dr. Nikolaos Thomos Sep. 2008 - June 2010 <p>Middle East Technical University (METU) / B.Sc., Electrical and Electronics Engineering</p> <ul style="list-style-type: none"> • Double major: B.Sc., Department of Physics
WORK EXPERIENCE	<p>NEC Labs America, Inc. / Internship, Optical Networking Group</p> <ul style="list-style-type: none"> • Supervisor: Dr. Dayou Qian June 2013 - September 2013 • Worked on optical multicasting for software-defined networking.
TEACHING	TA for “ <i>Data Structures and Algorithms</i> ”, “ <i>Internet Architecture and Protocols</i> ”, “ <i>Communication Networks: Design and Algorithms</i> ”, “ <i>Information Theory and Coding</i> ”