

# Eymen Kurdoglu

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EDUCATION	<b>NYU Tandon School of Engineering</b> / Ph.D., Electrical Engineering • Advisors: Prof. Yao Wang, Prof. Yong Liu <b>Jan. 2012 - Dec. 2016 (expected)</b> <b>École Polytechnique Fédérale de Lausanne</b> / M.Sc., Communication Sciences • Advisors: Prof. Pascal Frossard, Dr. Nikolaos Thomos <b>Sep. 2008 - June 2010</b> <b>Middle East Technical University</b> / B.Sc., Electrical and Electronics Engineering • Double major: B.Sc., Department of Physics	
WORK EXPERIENCE	<b>NEC Labs America, Inc.</b> / Internship, Optical Networking Group • Supervisor: Dr. Dayou Qian <b>June 2013 - September 2013</b> • Worked on optical multicasting for software-defined networking	
SKILLS	<b>C/C++, MATLAB, Python, Bash; libav, libx264; event-driven programming, distributed systems; Linux; Probabilistic analysis, Mathematical optimization, Networks, Machine Learning, Forecasting; French, German (intermediate); Drumming</b>	
RESEARCH	<b>Maximizing the perceptual quality of video calls over unreliable networks</b> • “ <i>Packet Loss Resilient Video Calls</i> ”, (in preparation) E. Kurdoglu, Y. Liu, Y. Wang <b>Ground-up design of a video call app for cellular networks, with real-world Linux implementation (supported by WeChat International - Tencent Inc. in China)</b> • “ <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 <b>High-level design of P2P multi-party video conferencing systems</b> • “ <i>Dealing with User Heterogeneity in P2P Multi-party Video Conferencing: Layered Distribution Versus Partitioned Simulcast</i> ”, E. Kurdoglu, Y. Liu, Y. Wang, IEEE Transactions on Multimedia, 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 <b>Optimizing coding and scheduling decisions for layered video streaming in P2P networks</b> • “ <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 Transactions on Multimedia, 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 <b>Incentivizing nodes to perform network coding in mesh P2P networks</b> • “ <i>Network Coding Node Selection Game in Collaborative Streaming Systems</i> ”, N. Thomos, H. Park, E. Kurdoglu, P. Frossard, ICASSP, 2010	
TEACHING	TA for “ <i>Data Structures and Algorithms</i> ”, “ <i>Internet Architecture and Protocols</i> ”, “ <i>Communication Networks: Design and Algorithms</i> ” courses at NYU Tandon, and for “ <i>Information Theory and Coding</i> ” course at EPFL	
AWARDS	“Full Excellence Scholarship” for M.Sc. studies by EPFL “Silver Project Award” in the Senior Design Course at METU EEE	