

Görkem KILINÇ

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EDUCATION

MSc Informatics. CGPA: 1.9 / 5.0 ([German Grading System](#), \approx 3.1 / 4.0 in UK/US Grading System)

October 2016 – July 2019

Technical University of Munich, Munich / Germany

Areas: Computer Vision, Artificial Intelligence

Master Thesis: Agent-based Traffic Simulation on FPGA using OpenCL

BSc Electrical and Electronics Engineering, CGPA: 3.03 / 4.0

September 2012 - June 2016

Middle East Technical University, Ankara / Turkey

Specialization: Computer

Bachelor Thesis: Disposing Garden Waste at the Neighbor's Cost

Built a [robot](#) from scratch which can detect cubical objects of the same color and dispose them over a fence in a team of four.

WORK EXPERIENCE

Firmware (Millicode) Developer

November 2019 – present

[IBM](#)

Böblingen / Germany

- Programming in IBM z microarchitecture assembly to support new cryptographic features as documented in [z/Architecture Principles of Operation](#)
- Supporting development of the emulation environment so that new cryptographic features can be tested

Research Assistant / Master Thesis Student – Agent-based Traffic Simulation on FPGA using OpenCL

October 2018 – April 2019

[TUMCreate](#)

Singapore

- Developed and performance optimized a simplified version of a [traffic simulator](#) on FPGA using OpenCL as a proof of concept.
- Investigated agent based simulation on FPGAs from performance perspective

Interdisciplinary Project Student – Pose Estimation via Deep Learning

October 2017 - March 2018

[Retorio](#)

UnternehmerTUM, Garching / Germany

- Programmed in Python in order to adapt a neural network to find the key features of the body
- Inferred the emotional state of the person from the sequence of spatial data about limbs via pre-defined set of rules

Co-Op Intern – Communication Protocol Implementation on FPGA using Verilog

June 2015 – August 2015

[Turkish Aerospace Industries](#)

Kazan, Ankara / Turkey

- Implemented I²C protocol on FPGA
- Used the implemented communication protocol in order to communicate with on-board graphics controller in order to run the visuals of a simple game

Summer Intern – PLC Programming

July 2014 – August 2014

[Arçelik AŞ](#)

Çayırova, İstanbul / Turkey

- Controlled a pneumatic robot arm using PLC ladder logic

PROJECTS

- **Deep Learning for Computer Vision – TUM, July 2017**
Detected and localized special kind of nerve groups by implementing and tweaking U-net architecture in a team of four
- **Digital Signal Processing – METU, January 2016**
Implemented a spectrogram and equalizer / filter on Matlab from scratch
- **Digital Electronics – METU, April 2015**
Implemented a simple [shooter game](#) on Altera DE-1 SoC [using Verilog](#)

SKILLS

Natural Languages : Turkish (Native), English (Fluent), German (B1)

Languages & Tools : zASM, C++, Python, Verilog, Matlab

Publications

- Jiajian Xiao, Gökem Kiliç, Philipp Andelfinger, David Eckhoff, Wentong Cai, and Alois Knoll. 2020. Pedal to the Bare Metal: Road Traffic Simulation on FPGAs Using High-Level Synthesis. In Proceedings of the 2020 ACM SIGSIM Conference on Principles of Advanced Discrete Simulation (SIGSIM-PADS '20). Association for Computing Machinery, New York, NY, USA, 117–121.
<https://doi.org/10.1145/3384441.3395979>