

6 Washington Place, New York - NY, 10003

☐ (+01) 9293659521 • ☐ hormet.yiltiz@gmail.com • ⓒ hyiltiz.me • ♠ hyiltiz

Skills and accomplishments

Domain knowledge: Machine learning, deep learning, image/signal processing, Bayesian modeling, MCMC, neuroscience, statistics, multivariable calculus, linear systems, optimization, visualization, information theory.

Development: High performance computing, library design, unit tests, virtualization, networking, database management.

Languages: Python, MATLAB, R, Haskell, C, Shell, JavaScript, HTML/CSS, SQL, Go.

Tools: Pytorch, skikit-learn, Numpy, pandas, libsvm, OpenGL; Linux, macOS, Nginx, Git, slurm, AWS.

Publications: 4 papers in peer-reviewed academic journals; presented 6 posters at international conferences.

Education

Ph.D. , New York University, Cognition & Perception (with Quantitative Minor)	NEW YORK
Key courses: Deep Learning (by Yann LeCun), Foundations of Machine Learning, Machine Learning, Psychophysics, Perception, Data Simulation & Analysis, Bayesian Modeling of Behavior, Neuroeconomics & Decision-Making.	p- 2020 (expected)
B.S., Peking University, Experimental Psychology	Beijing
Key courses: Data Structures & Algorithms, Linear Algebra, User Experience Seminar, Industrial-organizational Psychology	y. 2014

Professional experience

Researcher and project leader, NYU, Modeling adaptation in human vision. Built bio-plausible neural networks and experimentally confirmed model predictions. Designed an algorithm used to calibrate a 10 bit-per-channel display for high-precision image presentation. Built an ideal observer model using image processing.	New York 2016–2020
Researcher and project leader, NYU , A clinical test for crowding. Innovated a highly precise method to measure crowding, which allowed measuring central crowding for the first time.	New York 2015–2016
Research Assistant , <i>Institute of Acoustics, Chinese Academy of Sciences</i> , Building Auditory Localization Lab. Proposed psychophysical constrains to the engineers. Selected hardware. Co-designed a 3D sound localization lab.	Beijing 2013–2015

Sysadmin, project manager and fund raiser, NeuroDebian Project, neuro.debian.org.

MULTINATIONAL Got funding and support from 6 academic organizations and 2 communities and brought NeuroDebian into China, doubling the supporters/sponsors of the project in 3 months.

Adaboost. Sampled: Invented an ensemble method algorithm with ten times faster convergence than AdaBoost. Implemented from the scratch in Python and tested in predicting breast cancer and diabetes. Proved generalization error bounds.

canonNet: Implemented a library for a novel context-dependent online-learning algorithm to model normalization — one of the canonical computations of the brain. Tested with psychophysics experiments.

MVC-Psych: Built a Model-View-Control inspired framework for scientists to streamline experiment design, data collection, and analysis. Highly configurable due to the modular design; easy to unit test due to the functional programming style.

bocd: Built a Bayesian Online Change Detection model for online probabilistic inference of hidden state changes. Designed a reinforcement learning experiment for mice in collaboration and modeled their beliefs about the future.

NoiseDiscrimination: Implemented efficient dynamic noise and contributed bug fixes and cross-platform compatibility patches. Studied the space-time dynamics of object recognition. Compared humans to algorithmic ideal observers.

PLW: Built a toolbox for motion research supporting images, sounds and touch stimuli, and 3D dynamic visualization.

wormy: Invented a shuffle/arrangement game and implemented along with its solver for console in Python.

vim-plugins-profile: To optimize workflow, implemented a profiler for Vim's plugins that visualize startup time statistics. Runs in all major platforms. Supports Python, R, Ruby, Bash or Awk. (Received around 500 stars in Github.)