

# Kübra Keskin

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EDUCATION	<b>University of Southern California</b> <i>PhD - Electrical and Computer Engineering   GPA: 3.9/4.0</i> <i>MS - Computer Science (Multimedia and Creative Technologies)</i>	Aug 2019 - May 2025 Los Angeles / CA
	<b>Bilkent University</b> <i>MS - Electrical and Electronics Engineering   GPA: 3.8/4.0</i>	Jun 2017 - Aug 2019 Ankara / Turkey
	<b>Bilkent University</b> <i>BS - Electrical and Electronics Engineering   GPA: 3.6/4.0</i> <i>Minor - Graphic Design</i>	Jun 2012 - Jun 2017 Ankara / Turkey
SKILLS	<ul style="list-style-type: none"><li>• <b>Programming:</b> C++, MATLAB, Python, GLSL, JavaScript, HTML, CSS, <math>\text{\LaTeX}</math></li><li>• <b>Software:</b> Autodesk Maya, Adobe Illustrator, Photoshop, InDesign, Microsoft Office</li><li>• <b>Technologies/API:</b> OpenGL, Visual Studio, Git, Linux</li></ul>	
SELECTED PROJECTS	<b>Ray Tracer</b> , <i>Computer Graphics</i>	<i>USC</i>
	<ul style="list-style-type: none"><li>• Implemented ray tracing in <b>C++</b> for triangles and spheres, using Phong shading for accurate illumination, shadows for depth perception, and recursive reflection for complex rendering. Added antialiasing to reduce artifacts and soft shadows for natural lighting in 3D scenes.</li></ul>	
	<b>Roller Coaster Simulation</b> , <i>Computer Graphics</i>	<i>USC</i>
	<ul style="list-style-type: none"><li>• Developed a roller coaster simulation using <b>OpenGL</b> and <b>C++</b>, featuring a first-person view with gravity-based camera movement, achieving a 30fps animation. Employed Catmull-Rom splines for procedurally generated rail tracks and implemented <b>GLSL</b> shaders for Phong shading and texture mapping.</li></ul>	
	<b>Height Fields Using Shaders</b> , <i>Computer Graphics</i>	<i>USC</i>
	<ul style="list-style-type: none"><li>• Created a 3D terrain creation tool from input images using <b>OpenGL</b> and <b>C++</b>, enabling real-time manipulation, various shading modes, and interactive color customization.</li></ul>	
	<b>Trojan Map</b> , <i>Computing Principles for Electrical Engineers (Group of 2)</i>	<i>USC</i>
	<ul style="list-style-type: none"><li>• Implemented a <b>C++</b> graph-based map application, optimizing route-finding with algorithms like Dijkstra's and Bellman-Ford, and optimized the Traveling Salesman Problem using 2-opt and 3-opt techniques.</li></ul>	
	<b>Image Captioning</b> , <i>Neural Networks (Group of 2)</i>	<i>Bilkent</i>
	<ul style="list-style-type: none"><li>• Utilized CNN and auto-encoders to acquire lower-dimensional representation of image features. Implemented LSTM and RNN models from scratch in <b>MATLAB</b> for generating descriptive image captions, achieving a 0.47 BLEU-1 score.</li></ul>	
	<b>Visual Object Recognition</b> , <i>Computational Neuroscience (Group of 3)</i>	<i>Bilkent</i>
	<ul style="list-style-type: none"><li>• Implemented machine learning models (Gaussian Naive Bayes, Softmax Regression, LDA, SVM, kNN) in <b>MATLAB</b> for visual object recognition, achieving 89% multi-class classification accuracy with LDA.</li></ul>	
RELEVANT COURSEWORK	<ul style="list-style-type: none"><li>• Computer Graphics   3D Graphics and Rendering   3D Modeling, Animation, and Visual Effects</li><li>• Advanced Signal Processing   Computational Methods for Inverse Problems</li><li>• Optimization for the Information and Data Sciences   Mathematics of High-Dimensional Data</li><li>• Machine Learning   Neural Networks   Statistical Learning and Data Analytics</li><li>• Analysis of Algorithms   Web Technologies</li></ul>	

EXPERIENCE	<b>Research Assistant</b>	
	<i>USC - Magnetic Resonance Engineering Laboratory</i>	Aug 2020 - May 2025
	<i>Bilkent - National Magnetic Resonance Research Center</i>	July 2017 - Aug 2019
	<b>Teaching Assistant</b>	
	<i>USC - Viterbi School of Engineering</i>	Aug 2021 - May 2022
	<i>Bilkent - Department of Electrical and Electronics Engineering</i>	Sep 2017 - Jun 2019
HONORS AND AWARDS	<b>Summer Intern</b>	
	<i>Aselsan Electronic Industries Inc.</i>	Aug 2016 - Aug 2016
	<i>Desistek Robotics Ltd.</i>	Aug 2015 - Aug 2015
	• USC Annenberg Fellowship - USC	2019 - 2023
	• Ranked twice in top 15 among 30,000 - Turkish Intelligence Foundation Competition	2017 - 2018
	• Comprehensive Scholarship for MS Study - Bilkent	2017 - 2019
ACADEMIC PROJECTS	• Ranked 12th among 300,000 - Turkey National Postgraduate Education Entrance Exam	2017
	• Comprehensive Scholarship for BS Study - Bilkent	2012 - 2017
	• Ranked 137th among 1.8 million - Turkey Nationwide University Entrance Exam	2012
	• Ranked 1st - METU Math Society High School Math Competition	2011
	<b>Imaging Near Metal with High-Performance Low-Field MRI</b>	<i>USC</i>
	<i>Doctoral Thesis Project</i>	
	• Simulated advanced multi-spectral imaging techniques near metallic implants using MATLAB, utilizing a realistic digital body phantom and a hip implant scanned with photogrammetry.	
	• Prepared simulations and obtained preliminary data for an NIH R01 grant application, resulting in a \$3M grant award.	
	• Developed a 3D high-resolution MRI method for patients with metallic implants, eliminating the need for acquiring images in multiple orientations and reducing scan time by 50%.	
	• Resulted in 3 first-authored conference abstracts.	
	<b>Efficient Parameter Mapping for Magnetic Resonance Imaging</b>	<i>Bilkent</i>
	<i>Masters Thesis Project</i>	
	• Devised a simultaneous parameter estimation technique for fundamental MRI parameters, leading to a 50% faster acquisition time and enhanced parameter estimations compared to the previous method.	
	• Implemented phase-cycling technique for bSSFP imaging and integrated associated control parameters into MRI operator's user interface using C++ and MRI vendor's programming software.	
	• Resulted in first-authored publication of 1 journal article and 3 conference abstracts.	
	<b>Target Localization by Using UAV Monocular Camera and IMU</b>	<i>Bilkent</i>
	<i>Undergraduate Senior Project (Group of 5) in collaboration with ASELSAN</i>	
	• Developed a real-time target localization system utilizing ORB-SLAM2 algorithm with UAV monocular camera input, creating 3D point clouds of the environment, tracking UAV movement, and integrating IMU sensor information to convert the virtual environment into real-world units.	
JOURNAL PUBLICATIONS	• <b>Keskin K</b> , Yılmaz U, Çukur T. Constrained Ellipse Fitting for Efficient Parameter Mapping with Phase-cycled bSSFP MRI. IEEE Transactions on Medical Imaging. 2021.	
	• Bıyık E, <b>Keskin K</b> , Dar SUH, Koç A, Çukur T. Factorized sensitivity estimation for artifact suppression in phase-cycled bSSFP MRI. NMR in Biomedicine. 2020.	
CONFERENCE PUBLICATIONS (2/9)	• <b>K Keskin</b> , NG Lee, J Acharya, KS Nayak. "Isotropic sub-mm bSSFP imaging near metal at 0.55T", 31st Scientific Meeting of ISMRM, Toronto, June 2023.	
	• <b>K Keskin</b> , BA Hargreaves, KS Nayak, "Realistic Simulation of MRI Metal Artifact and Field Strength Dependence", 2021 Proceedings of the 29th Scientific Meeting of ISMRM, Vancouver, May 2021.	