



# Melike Aydınlılar

 <https://melikea.github.io/>

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## Employment History






2024 –	<b>Postdoctoral Researcher</b> , Inria Centre at Université Côte d'Azur, France
2019 – 2023	<b>PhD Student</b> , Inria, Loria. Nancy, France.
2015 – 2018	<b>Research Assistant</b> , Department of Computer Engineering, METU. Ankara, Turkey.
2014 – 2014	<b>Software Developer</b> , Reo-Tek Simulation, Interactive Presentation and Exhibit Design. Ankara, Turkey.
2013 – 2013	<b>Student Lab Assistant</b> , Department of Computer Engineering, METU. Ankara, Turkey.

## Education



2019 – 2024	<b>Ph.D., Université de Lorraine. Nancy, France</b> Thesis title: <i>Implicit modeling for additive manufacturing</i> . Advisors: Sylvain Lefebvre, Cédric Zanni
2015 – 2018	<b>M.Sc. Computer Science, Middle East Technical University (METU). Ankara, Turkey</b> Thesis title: <i>Part-based data-driven shape interpolation</i> . GPA: 3.5 / 4.0
2010 – 2015	<b>B.Sc. Computer Engineering, Middle East Technical University (METU). Ankara, Turkey</b> GPA: 3.3 / 4.0.

## Publications

### Journal Articles

- [1] M. Aydınlılar and C. Zanni, “Forward inclusion functions for ray-tracing implicit surfaces,” *Computers & Graphics (Proc. of SMI 2023)*, 2023.  DOI: 10.1016/j.cag.2023.05.026.  URL: <https://inria.hal.science/hal-04129922v2>.
- [2] M. Aydınlılar and C. Zanni, “Fast ray tracing of scale-invariant integral surfaces,” *Computer Graphics Forum*, 2021.  DOI: 10.1111/cgf.14208.  URL: <https://hal.inria.fr/hal-03169283>.
- [3] M. Aydınlılar and Y. Sahillioğlu, “Part-based data-driven 3d shape interpolation,” *Computer-Aided Design*, 2021.  DOI: 10.1016/j.cad.2021.103027.

### Conference Proceedings

- [4] M. Aydınlılar and C. Zanni, “Transparent rendering and slicing of integral surfaces using per-primitive interval arithmetic,” in *Eurographics 2022 - Short Papers*.  DOI: 10.2312/egs.20221027.
- [5] Y. Sahillioğlu and M. Aydınlılar, “Shape interpolation via multiple curves,” in *Pacific Graphics Posters*, The Eurographics Association, 2018, ISBN: 978-3-03868-074-1.  DOI: 10.2312/pg.20181292.

## Skills

Programming	C/C++, Python, R, GLSL.
Tools	Unity3D, Blender.
Languages	English (fluent), French (intermediate)

## Conference Talks

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SMI 2023, Genoa, Italy	<b>Shape Modeling International – International Geometry Summit (IGS) 2023.</b> Forward inclusion functions for ray-tracing implicit surfaces.
j.FIG 2023, Montpellier, France	<b>Les journées Françaises de l'Informatique Graphique 2023.</b> Forward inclusion functions for ray-tracing implicit surfaces.
Eurographics 2022, Reims, France	<b>Eurographics 2022.</b> Fast ray-tracing of scale-invariant integral surfaces. <b>Eurographics Short Papers 2022.</b> Transparent rendering and slicing of integral surfaces using per-primitive interval arithmetic.
j.FIG 2021, Sophia Antipolis, France	<b>Les journées Françaises de l'Informatique Graphique 2021.</b> Fast ray-tracing of scale-invariant integral surfaces.

## Miscellaneous Experience

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### Awards and Achievements

2015–2018	<b>Graduate Scholarship.</b> Scientific and Technological Research Council of Turkey.
2010–2016	<b>METU Achievement Grant.</b> <b>KYK Achievement Grant.</b>