Melike Aydınlılar

https://melikea.github.io/ melike.aydinlilar@inria.fr

Experience

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

Education

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

Publications

Journal Articles

[1] M. Aydinlilar 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	Python, C++, R, GLSL.
Tools	git, Houdini, Unity3D, Blender.
Languages	English (fluent), French (intermediate).

Conference Talks

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

Miscellaneous Experience

Awards and Achievements

2015–2018	**Graduate Scholarship**. Scientific and Technological Research Council of Turkey (TUBITAK).
2010–2016	**METU Achievement Grant.**
	KYK Achievement Grant.