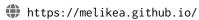
## Melike Aydınlılar



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. O 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. O 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. ODOI: 10.2312/pg.20181292.

#### **Skills**

Programming	Python, C++, R, GLSL.
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Tools git, Houdini, Unity<sub>3</sub>D, Blender.

Languages English (fluent), French (intermediate).

## **Conference Talks**

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	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.
	<b>Eurographics Short Papers 2022.</b> 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.**