



# Melike Aydınllılar

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

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## 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. Aydınllılar 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. Aydınllılar 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. Aydınllılar 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. Aydınllılar 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. Aydınllılar, “Shape interpolation via multiple curves,” in *Pacific Graphics Posters*, The Eurographics Association, 2018.  DOI: 10.2312/pg.20181292.

## Skills

- Programming      Python, C++, R, GLSL.
- Tools                git, Houdini, 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 (TUBITAK).
2010–2016	<b>METU Achievement Grant.</b> <b>KYK Achievement Grant.</b>