







Melike Aydınlar




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

 melike.aydinlilar@inria.fr

Employment History




- 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 – 2023 (expected)  **Ph.D., Université de Lorraine. Nancy, France**
Thesis title: *Implicit modeling for additive manufacturing*.
- 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.

Research Publications




Journal Articles

- 1 M. Aydınlar 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.
- 2 M. Aydınlar and C. Zanni, “Fast ray tracing of scale-invariant integral surfaces,” *Computer Graphics Forum*, 2021.  DOI: 10.1111/cgf.14208.
- 3 M. Aydınlar and Y. Sahillioğlu, “Part-based data-driven 3d shape interpolation,” *Computer-Aided Design*, 2021.  DOI: 10.1016/j.cad.2021.103027.

Conference Proceedings

- 1 M. Aydınlar 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.
- 2 Y. Sahillioğlu and M. Aydınlar, “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), Italian (basic), Turkish (native).

Miscellaneous Experience

Awards and Achievements

- 2015–2018  **Graduate Scholarship.** Scientific and Technological Research Council of Turkey.
- 2010–2016  **METU Achievement Grant.** Scholarship for top 100 students at the entrance exam.
-  **KYK Achievement Grant.** Scholarship for top 100 students at the entrance exam.
- 2010  **Placed 33rd among ~2 million applications nationwide.** Undergraduate Placement Examination.

Certification

- 2017  **Interdisciplinary Design Studio.** METU Design Factory.

References

Available on Request