NEJAT CAN

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OBJECTIVE

Software engineer who specializes in 3D scene reconstruction, seeking machine learning roles in computer vision.

SKILLS

Languages Python, C/C++, CUDA, MATLAB, bash, Swift

Technologies PyTorch, TensorFlow, Nerfstudio, Git, Google Cloud, AWS

Communication Competed in World Debate Championships; Native speaker of English

EXPERIENCE

IMETALX Space Systems

Computer Vision/Machine Learning Engineer

Jun 2025 – present San Francisco, CA

- Drove algorithmic direction of a zero-to-one 3D reconstruction product, transforming a failing prototype into a deployed system within 2 months and securing a DoD contract.
- Pioneered adaptations of cutting-edge 3D vision methods (pose-free transformers such as VGGT and π^3 , Gaussian Splatting, NeRFs) to extreme space-imaging conditions with sparse views, few features, and unconventional camera paths.
- Served as principal contributor owning >50% of the product's technical success, with autonomy to define and execute the entire product direction in a startup environment.

University of Southern California

Ph.D. Research Assistant

Aug 2022 – May 2025

Los Angeles, CA

- Developed a self-supervised VarNet for real-time 3D MRI reconstruction leveraging Noise2noise to enable robust training in absence of ground-truth. Implemented iterative physics-informed optimization with learnable refinement modules. Achieved high-accuracy end-to-end image reconstruction directly from undersampled k-space data.
- Designed a physics-informed constrained image reconstruction algorithm for dynamic MRI, achieving significant de-blurring of fine structures by optimizing a **spatial-temporal regularized** cost function using nonlinear conjugate gradient descent. Leveraged singular value decomposition for computational efficiency via **low-rank approximation**.

Massachusetts Institute of Technology

Research Intern

May 2021 - Nov 2021

Boston, MA

• Designed a self-supervised 4D CNN for low-latency diffusion tensor imaging, incorporating **residual learning** for stable training. Applied **physics-based constraints** to improve model accuracy. Maximized model performance by performing ablation studies and **optimized hyperparameters** via parameter sweeps. Outperformed the non-DL-based method by improving the reconstruction time by a **factor of 17.5x**, while maintaining high-fidelity with an **SSIM of 0.96**. Developed in **TensorFlow**.

EDUCATION

M.S. in Electrical Engineering, University of Southern California

Aug 2022 – May 2025

- Dropped out of Ph.D. in Electrical Engineering.
- Research Areas: 3D Reconstruction, Machine Learning, Image Processing
- Courses: Optimization, Inverse Problems, Machine Learning, Digital Signal Processing

B.S. in Biomedical Engineering, University of Rochester

Aug 2018 - May 2022

• Honors and Scholarships: Rosenberger Prize, International Baccalaureate Scholarship, Dean's List