Mehmet Uluç ŞAHİN

Address: Tuzla, İstanbul/TURKEY **Mobile:** 0507 141 44 62

E-mail: ulucsahin@gmail.com

EDUCATION

ÖZYEĞİN UNIVERSITY- Istanbul, TURKEY (09 / 2018 – 06 / 2020)
Graduate School of Science and Engineering - Department of Computer Science
Honors: - 100% Scholarship
Cumulative GPA: 3.57/4.00

ÖZYEĞİN UNIVERSITY - Istanbul, TURKEY (09 / 2014 – 06 / 2018)
Faculty of Engineering - Department of Computer Science
Honors: - 50% Performance Scholarship
- Additional 25% scholarship for academic success in the 4th year
Cumulative GPA: 3.47/4.00

VICTORIA UNIVERSITY - Melbourne, AUSTRALIA (2012)
ATALAR ANATOLIAN HIGH SCHOOL - Hatay, TURKEY (2007 - 2011)

EXPERIENCE

ÖZYEĞİN UNIVERSITY - Istanbul, TURKEY (09 / 2018 – 06 / 2020)
Position: Teaching Assistant
- Supported professors in grading exams and teaching various computer science courses
- Developed and published machine learning software with a team of two

iMOBILECODE - Gebze, Kocaeli (06 / 2017 – 09 / 2017)
Position: Intern
- Developed Cinema application for iOS (frontend and backend) where users can track new releases and movie theaters near their location which are showing the movie users wanted to watch
- Users can favorite movie theaters and follow new releases for favorited movie theaters

PUBLICATIONS

- Şahin, M. U., Balatkan, E., Eran, C., Zeydan, E., & Yeniterzi, R. 'MedSpecSearch: Medical Specialty Search.' European Conference on Information Retrieval. Pages: 225-229. 2019.

PROJECTS & RESEARCH STUDIES

C++ Game Project: Sunset Drive 1986 - Istanbul, TURKEY (07 / 2020 – Present)
- 80s style inspired driving game focusing retro style graphics, smooth gameplay, a high sense of speed with a sense of progression.
- Custom car physics written from scratch, mainly using ray traces.
- Players can upgrade their profile and customize their car with the points they collected.
- Can be found on https://store.steampowered.com/app/1451870/Sunset_Drive_1986/

C++ Game Project: Stone Age Colony - Istanbul, TURKEY (03 / 2018 – 02 / 2019)
- Game is about creating and managing a primitive settlement in a survival fashion.
- Game has classic features such as collecting, gathering, crafting. Players can recruit NPCs to do these jobs.
- Players will have a settlement full of companions where each companion is assigned a job.
- Player will try to create a settlement which is self-sustainable and can defend itself against the attacks of other settlements and wild animals.
- This gameplay style merges survival game elements with RTS elements in order to reduce repetitive actions seen in similar survival games by allowing tasks to be automated by giving orders to NPCs.

END TO END 3D FACE MODEL SYNTHESIS USING TEXTUAL DESCRIPTIONS - Istanbul, TURKEY (06 / 2019 – 06 / 2020)
Position: Solo Project
- A Neural Network that can generate 2D human face images and 3D human face models which are aligned with given textual descriptions
- Conditional Generative Adversarial Networks based on StyleGAN are used to generate images and models aligned with given descriptions
- FastText word embeddings are used to feed text data into the network

- State of the art results are achieved on conditional 2D image and 3D model generation tasks

MEDSPECSEARCH: MEDICAL SPECIALTY SEARCH - Istanbul, TURKEY (08 / 2018 – 06 / 2019)

Position: Team Member

- A search engine developed using machine learning techniques which returns most relevant medical specialties based on users' description of symptoms.
- Convolutional Neural Networks with parallel convolutional layers are used to classify given descriptions
- FastText and Word2Vec text embeddings trained with autoencoders are used to feed text data into convolutional network

HISTOPATHOLOGY CANCER DIAGNOSIS WITH ACTIVE ROTATION-INVARIANT NEURAL NETWORKS - Istanbul, TURKEY (10 / 2017 – 06 / 2018)

Position: Team Member

- A Neural Network which benefits of DenseNet and G-Convolutions to diagnose histopathology patients on whether they have tumor or not
- Rotation Invariant G-Convolutions are used to increase accuracy of DenseNet on two class classification task to 99.9%

SKILLS & CERTIFICATES

COMPUTER SKILLS

- Python, C++, C#, Java, Swift
- Unity, Unreal Engine 4
- Blender, FL Studio
- PyTorch, TensorFlow, OpenCV, NLP
- Docker, GitHub
- AutoCAD
- MS Office (Word, Excel, Power Point)

LANGUAGE SKILLS

- Written and oral fluency in English

EXTRACURRICULAR ACTIVITIES

- Member, OZU Photography Club (2016 - 2018)
- Member, OZU Nature Sports Club (2016 - 2018)
- Member, OZU Music Club (2014 - 2018)

PERSONAL INFORMATION

Birth Date: 22.06.1993

Driver's License: B Class

Nationality: Turkish

Military Service: Fulfilled in 03/2019.