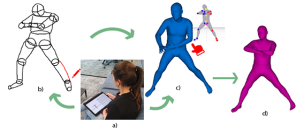


I am excited about sketch research, more specifically 3D understanding of human sketches. My focus is on deep learning for content creation; specifically image and sketch-based 3D reconstruction for creativity.

Publications



Interactive Sketching of Mannequin Poses

Gizem Esra Unlu, Mohamed Sayed, Gabriel Brostow International Conference on 3D Vision (3DV) 2022 [Project Page](#) [Paper](#) [Video](#) [Bibtex](#)

Education

February 2020 - continuing *PhD Student in Computer Vision (University College London)*
Supervised by [Prof. Gabriel Brostow](#) and [Dr. Iasonas Kokkinos](#).

September 2017 - January 2020 *MSc Computer Engineering (Bogazici University)*
Thesis: "Image Deblurring from Sign Language Videos" Supervised by [Prof. Lale Akarun](#).

September 2012 - June 2017 *Bachelor of Computer Engineering (Istanbul Technical University) (Double Major)*
Thesis: 3D Facial Reconstruction from RGB Images. Supervised by [Prof. Hazim Ekenel](#).

Bachelor of Mathematics Engineering (Istanbul Technical University)
Thesis: Filtering Techniques in Speckle Noise Reduction. Supervised by [Dr. Burcu Tunga](#).

Work Experience

2014-2016, Istanbul *Mercedes-Benz Istanbul, IT Intern*
Worked for IT SAP&Rollout Services

Other Projects



ECCV 2018 Looking at People Satellite Workshop Challenge Image Completion
Competition 1st place
Publication: [Person Inpainting with Generative Adversarial Networks](#) .

Teaching

University College London Machine Vision TA - 2020, 2021, 2022

Bogazici University Computer Vision TA - 2019

Skills

Languages Python, C++, MATLAB, Java/Javascript

Deep Learning Libraries Pytorch(primary), Tensorflow

Useful Tools Blender, Adobe Illustrator, Adobe After Effects