



## Doğa Yılmaz

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### EDUCATION

2016 – 2020

**BSc. Computer Science – Özyeğin University**  
Faculty of Engineering, Department of Computer Science

### RESEARCH

07/2019 – 08/2020

**Undergraduate Researcher – Özyeğin University VGL.**

- Worked on low-light image enhancement.
- Worked on dataset generation using Blender3D.

### PROJECTS

10/2019 – 06/2020

**Image Denoising Using Autoencoders**

This project aims to study and implement several deep neural network based denoising methods in order to understand their working principles and comparing the performance of autoencoder based deep models with the state-of-the-art methods.

4/2020 – 06/2020

**Image Classification with Bag of Features**

This project aims to classify the given 4-class dataset using bag of features.

06/2019

**Very Simple OS**

The aim of this project is to replicate early modern operating systems and develop a minimal OS.

### EXPERIENCE

06/2019 – 07/2019

**Software Developer Intern – Augmea Simulation and VR Technologies**

- Worked on VR training simulator for oculus go, using Unity.

07/2018 – 08/2018

**Software Developer Intern – Preksis Information Technologies**

- Developed microservices for an ongoing project.

### SKILLS

Languages	Fluent English, beginner level German and native Turkish speaker.
Machine Learning Frameworks and Tools	PyTorch and TensorBoard
Programming	Python, C++ / C, and Java
Operating Systems	MacOS, Linux and Windows
Other Tools and Technologies	OpenCV, Unity3D, Blender3D, Git

### HONORS AND AWARDS

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Ranked 3rd place in Turkey, 252nd in global.

### ADDITIONAL INFORMATION

Interests Computer Vision, Machine Learning