



Doğa Yılmaz

📍 Istanbul, Turkey

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Objective

Undergraduate student with passion for computer vision and machine learning research. Seeks admission into Master's program in computer vision and machine learning related fields.

EDUCATION

2016 – 2020

BSc. Computer Science – Özyeğin University

Faculty of Engineering, Department of Computer Science

RESEARCH

07/2019 – 09/2020

Undergraduate Researcher – Özyeğin University Vision and Graphics Lab.

- Worked on Image Quality Assessment (IQA).
- Worked on dataset generation using Blender3D.

PROJECTS

10/2019 – 06/2020

Deep Residual Autoencoder for Real Image Denoising

This paper proposes a deep convolutional autoencoder network combined with symmetric residual connections for real image denoising.

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.

Mahine 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

IEEEExtreme 12 Ranked 3rd place in Turkey, 252nd in global.

ADDITIONAL INFORMATION

Interests Computer Vision, Machine Learning