



Doğa Yılmaz

Istanbul, Turkey
 ORCID: 0000-0002-2268-7136

+90 534 702 62 32
 github.com/yilmazdoga

yilmaz.doga@gmail.com
 yilmazdoga.net

EDUCATION

2021 – Present

M.Sc. in Artificial Intelligence – Özyeğin University

- Faculty of Engineering, Department of Computer Science – Awarded Fellowship Support – GPA: 3.81/4.00
- Adviser: Assoc. Prof. Furkan Kırac
- Research Interests: Deep Learning, 3D Computer Vision, 3D Reconstruction

2016 – 2020

B.Sc. in Computer Science – Özyeğin University

- Faculty of Engineering, Department of Computer Science
- Adviser: Assoc. Prof. Furkan Kırac
- Final Project: Deep Residual Autoencoder for Real Image Denoising

EXPERIENCE

08/2022 – Present

Fishency Innovation – Stavanger, Norway

R&D Software Engineer

- Currently working on signed distance function based inverse rendering methods for 3D fish reconstruction.
- Developed visualization tools to validate and debug the machine learning pipeline.

02/2021 – Present

Özyeğin University Video, Vision and Graphics Laboratory (VVGL) – Istanbul, Turkey

Graduate Research & Teaching Assistant

- Working on novel view synthesis and 3D reconstruction.

Courses Assisted: Programming Paradigms with C++, Agile Software Development, Object-Oriented Programming

07/2019 – 02/2021

Özyeğin University Video, Vision and Graphics Laboratory (VVGL) – Istanbul, Turkey

Undergraduate Research Assistant

- Developed and trained an autoencoder for real-world image denoising problem using PyTorch.
- Worked on dataset generation using Blender3D.

PUBLICATIONS

- Kınlı, F., Yılmaz, D., Özcan, B., and Kırac, F., "Modeling the Lighting in Scenes as Style for Auto White-Balance Correction", IEEE/CVF Winter Conference on Applications of Computer Vision (WACV), 2023.
- Yılmaz, D., Kınlı, F., Özcan, B., and Kırac, F., "[Re] Lifting 2D StyleGAN for 3D-Aware Face Generation", ReScience C, 8(2), 2022.

PRESENTATIONS

- "[Re] Lifting 2D StyleGAN for 3D-Aware Face Generation", Yılmaz, D., Kınlı, F., Özcan, B., and Kırac, F., NeurIPS 2022 Journal Track, New Orleans, USA

AWARDS and ACHIEVEMENTS

10/2020 Ranked 1st place in Turkey, 172nd in global at IEEEExtreme¹ 14.

PROJECTS

09/2021 – 01/2022

Image Classification Using CNN-LSTM Hybrid Model With Skip Connections

- Worked on a neural network architecture for single-label image classification problem that combines CNN and LSTM.
- Achieved better performance in terms of convergence speed by combining characteristics of both models into a single model.

09/2021 – 01/2022

Turkish Lira Classification Using AWS Rekognition

- Developed a system for visually impaired people which recognises a given banknote.
- The classification of the scanned banknote is processed using AWS Rekognition custom label service.

02/2021 – 06/2021

Cryptocurrency Price Prediction Using News and Social Network Data

- Worked on a system which collects media data to predict the sentiment of the public about the future value of the target asset.
- Based on the predicted sentiment of the public, the system recommends to buy, sell or hold the target asset.

SKILLS

Languages Fluent English, beginner level German and native Turkish speaker.

Programming Python, C++ and Java

Technologies PyTorch/LibTorch, Mitsuba 3, OpenCV, AWS, Docker, Unity3D, Blender3D

EXTRA-CURRICULAR ACTIVITIES

2020 Organized Global Game Jam (GGJ)² 2020 at Özyeğin University.

2019 Coordinated the activities of IEEE Özyeğin University Student Branch Computer Society in 2019 academic year.

¹ IEEEExtreme is a global challenge in which teams compete in a 24-hour time span against each other to solve a set of programming problems.

² Global Game Jam® (GGJ) is the world's largest game jam (game creation) event taking place around the world.