Doğa Yılmaz

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EDUCATION

2021 – Present **M.Sc. in Artificial Intelligence – Özyeğin University**

- Faculty of Engineering, Department of Computer Science – GPA: 3.81/4.00
- Adviser: Assist. Prof. Furkan Kıraç
- Research Interests: Computer Vision, Deep Learning

2016 – 2020 **B.Sc. in Computer Science — Özyeğin University**

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

EXPERIENCE

08/2022 – Present **Fishency Innovation – Stavanger, Norway**

R&D Software Engineer

02/2021 – Present **Özyeğin University Video, Vision and Graphics Laboratory (VVGL) – Istanbul, Turkey**

Graduate Research & Teaching Assistant

- Working on 3D reconstruction.

Courses Assisted:

- Agile Software Development, Spring 2022
- Programming Paradigms, Fall 2021
- Object-Oriented Programming, Spring 2021

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

Doğa Yılmaz, Furkan Kınlı, Barış Özcan, Furkan Kıraç "[Re] Lifting 2D StyleGAN for 3D-Aware Face Generation", ReScience C, 2022.

AWARDS and ACHIEVEMENTS

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

10/2018 Ranked 3rd place in Turkey, 252nd in global at IEEEXtreme[1] 12.

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 sentiment aware cryptocurrency price prediction.
- The system collects social media data to predict the general 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, 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] IEEEXtreme 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.