



# 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: Professor 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: Professor 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: Agile Software Development, Programming Paradigms, 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 IEEEExtreme<sup>1</sup> 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)<sup>2</sup> 2020 at Özyeğin University.

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

<sup>1</sup> 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.

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