



# 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
- Adviser: Assist. Prof. Furkan Kırac
- 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 Kırac
- Final Project: Deep Residual Autoencoder for Real Image Denoising

## EXPERIENCE

02/2021 – Present

### Özyeğin University Video, Vision and Graphics Laboratory (VVGL)

Graduate Research & Teaching Assistant

- Working on 3D human face 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)

Undergraduate Research Assistant

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

06/2019 – 07/2019

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

- Worked on VR training simulator for Oculus Go, using Unity3D.

## PUBLICATIONS

Doğa Yılmaz, Furkan Kınlı, Barış Özcan, Furkan Kırac "[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 IEEEExtreme<sup>1</sup> 14.

10/2018 Ranked 3rd place in Turkey, 252nd in global at IEEEExtreme<sup>1</sup> 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)<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.