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 – 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
- Currently working on neural radiance field based methods to model fish and estimate its biomass.
- 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 Kıraç, F., "Modeling the Lighting in Scenes as Style for Auto White-Balance Correction", 2022 IEEE/CVF Winter Conference on Applications of Computer Vision (WACV), 2022.
- Yılmaz, D., Kınlı, F., Özcan, B., and Kıraç, F., "[Re] Lifting 2D StyleGAN for 3D-Aware Face Generation", Rescience C, 8(2), #46.

PRESENTATIONS

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

AWARDS and ACHIEVEMENTS

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