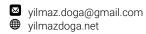


# Doğa Yılmaz







# **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 Kıraç
- 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 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 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 Vision and Graphics Laboratory (VGL) - 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 Vision and Graphics Laboratory (VGL) - 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 Kıraç, 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 Kıraç, F., NeurIPS 2022 Journal Track, New Orleans, USA

## AWARDS and **ACHIEVEMENTS**

10/2020

Ranked 1st place in Turkey, 172nd in global at IEEEXtreme<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**

Organized Global Game Jam (GGJ)<sup>2</sup> 2020 at Özyeğin University. 2020

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

<sup>&</sup>lt;sup>1</sup> 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

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