



Doğa Yılmaz

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EDUCATION

- 2024 – Present **PhD in Computer Science – University College London**
- Faculty of Engineering Sciences, Department of Computer Science
 - Advisor: [Assoc. Prof. Dr. He Wang](#) and [Prof. Tobias Ritschel](#)
 - Research Interests: Computer Graphics, Neural Rendering
- 2021 – 2023 **MSc in Artificial Intelligence – Özyeğin University**
- Faculty of Engineering, Department of Computer Science – Awarded Fellowship – GPA: 3.81/4.00
 - Advisor: [Assoc. Prof. Dr. Furkan Kiraç](#)
 - Research Interests: Computer Vision, Computer Graphics, Inverse Rendering
 - Thesis: [Illumination-Guided Inverse Rendering Benchmark: Learning Real Objects with Few Cameras](#)
- 2016 – 2020 **BSc in Computer Science – Özyeğin University**
- Faculty of Engineering, Department of Computer Science
 - Advisor: [Assoc. Prof. Dr. Furkan Kiraç](#)
 - Thesis: [Deep Residual Autoencoder for Real Image Denoising](#)

PUBLICATIONS

- 2026 [Yılmaz D., Zhu J., Gong D., and Wang H., Graphical X Splatting \(GraphiXS\): A Graphical Model for 4D Gaussian Splatting under Uncertainty, ACM SIGGRAPH 2026](#)
- 2025 [Yılmaz D., Wang H., Takikawa T., Ceylan D., and Akşit, K., Learned Single-Pass Multitasking Perceptual Graphics for Immersive Displays, ACM Multimedia 2025](#)
- 2023 [Kınlı F., Yılmaz D., Özcan B., and Kiraç F., DeNIM: Deterministic Neural Illuminant Mapping for Efficient Auto-White Balance Correction, IEEE ICCV Workshop on Resource Efficient Deep Learning for Computer Vision, 2023.](#)
- 2023 [Yılmaz D. and Kiraç F., Illumination-guided inverse rendering benchmark: Learning real objects with few cameras. Computers & Graphics, 115, 107-121.](#)
- 2023 [Kınlı F., Yılmaz D., Özcan B., and Kiraç F., Modeling the Lighting in Scenes as Style for Auto White-Balance Correction, IEEE/CVF Winter Conference on Applications of Computer Vision \(WACV\), 2023.](#)
- 2022 [Yılmaz, D., Kınlı, F., Özcan, B., and Kiraç, F., "\[Re\] Lifting 2D StyleGAN for 3D-Aware Face Generation", ReScience C, 8\(2\), 2022. Presented at NeurIPS 2022 Journal Track.](#)

AWARDS AND ACHIEVEMENTS

- 03/2025 Awarded the [Dr. Rabin Ezra Scholarship](#) in support of my research.
- 02/2024 Received the [Scientific and Technological Research Council of Turkey \(TÜBİTAK\) UBYT Award](#) for my published research.
- 01/2021 Awarded [departmental fellowship](#) covering tuition and stipend support for my MSc studies at Özyeğin University.

INDUSTRY EXPERIENCE

- 08/2022 – 01/2025 **Computer Vision Research Engineer**
[Fishency Innovation – Stavanger, Norway \(Remote\)](#)
- Key contributor to the development of an inverse rendering-based underwater fish biomass estimation method, resulting in a peer-reviewed publication and a highly accurate system achieving over 90% accuracy in biomass estimation. Used tools including Mitsuba 3 and PyTorch.
 - Deployed and scaled the underwater fish biomass estimation system on a hybrid computing infrastructure.
 - Developed 2D and 3D visualization tools for validating and debugging multiple machine learning pipelines.

ACADEMIC EXPERIENCE

- 11/2023 – 10/2024 **Research Intern**
[University College London – London, UK](#)
- Worked on text-guided image-to-image translation models that apply multiple perceptual effects to real-world images.
 - Contributed to the development of "Odak," an open-source scientific computing framework for optical sciences, computer graphics, and visual perception.
- 02/2021 – 10/2023 **Graduate Research & Teaching Assistant**
[Özyeğin University Vision and Graphics Laboratory \(VGL\) – Istanbul, Turkey](#)
- Actively participated in research mainly on inverse rendering and auto-white balance correction, yielding multiple publications.
 - Contributed as a teaching assistant across a range of university courses, offering academic support and guidance to students.
 - Courses Assisted: Advanced C++ Programming, Programming Paradigms, Data Structures and Algorithms, Object-Oriented Programming, Agile Software Development

SKILLS

- Languages** English: Advanced (IELTS: 7.5/9), German: Beginner, Turkish: Native
- Programming** Python, Modern C++(17/20), Java
- Technologies** PyTorch/LibTorch, CUDA, Mitsuba 3, OpenCV, OpenMP, AWS(S3, EC2, Rekognition), Docker, Blender3D, Unreal Engine 5