

**Bartu Akyürek - Short Resume**  
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<b>EDUCATION</b>	<p><b>2025 – Present</b> PhD, Middle East Technical University Computer Engineering</p> <p><b>2021 – 2025</b> MSc, Middle East Technical University Computer Engineering, CGPA: 3.93</p> <p><b>2017 – 2021</b> BSc, Ihsan Dogramaci Bilkent University Electrical and Electronics Engineering, CGPA:3.00</p> <p><b>2016 - 2017</b> Gazi Anatolian High School</p> <p><b>2013 - 2016</b> Ankara Ataturk Anatolian High School</p>
<b>EXPERIENCES</b>	<p><b>March 2025 – Present</b> TUBITAK Project Scholar</p> <p><b>March 2023 – September 2023</b> New Media Art Coordinator, Doğan Taşdelen Contemporary Arts Center Turan Erol Art Atelier (voluntary)</p> <p><b>March 2022 – June 2023</b> TUBITAK Project Scholar, under the project EEEAG-119E572 "Computation of Transmissions Between Non-Isometric Shapes"</p> <p><b>July – August 2020</b> Intern, Bilkent University EEE Department</p> <p><b>July – August 2019</b> Intern, Desard Tech</p>
<b>PROJECTS</b> (Graduate)	<p><b>2024 MSc Thesis - Real-Time Secondary Animation with Spring Decomposed Skinning</b></p> <ul style="list-style-type: none"><li>• A thesis about incorporating dynamic motion into existing animation pipelines through physically simulated rigs.</li></ul> <p><b>2023 Styleformer: Transformer based Generative Adversarial Networks with Style Vector – CENG 796 Deep Generative Models</b></p> <ul style="list-style-type: none"><li>• We have re-implemented this paper from scratch, selected from the top conferences in the field (CVPR 2022).</li></ul> <p><b>2023 Engine596: Academic Search Engine – CENG 596 Information Retrieval</b></p> <ul style="list-style-type: none"><li>• We have implemented a search engine using <i>Apache Lucene</i> to index scientific papers dataset.</li></ul> <p><b>2023 Adaptive Agent Transformer for Few-shot Segmentation – CENG 502 Advanced Deep Learning</b></p> <ul style="list-style-type: none"><li>• We have re-implemented this paper from scratch, selected from the top conferences in the field (ECVA 2022) without a published code repository.</li></ul> <p><b>2022 Shadow Removal with Paired and Unpaired Learning – CENG 501 Deep Learning</b></p> <ul style="list-style-type: none"><li>• We have re-implemented this paper from scratch, selected from the top conferences in the field (CVPR 2021) without a published code repository.</li></ul>
<b>SKILLS</b>	<p><b>Languages:</b> Turkish (native), English (fluent), German (beginner), Japanese (beginner)</p> <p><b>Programming languages:</b> MATLAB, Java, C++, Python, Assembly, VHDL</p> <p><b>CAD Tools:</b> Blender, AutoCAD, Photoshop, Adobe Illustrator, Altium Designer</p>

**PROJECTS**  
**(Undergraduate)**

**2021** *4x4 SRAM Design – EEE414 Introduction to VLSI Design*

- We have implemented a memory array which can read and write eight 2-bit data within an area of  $0.1 \text{ mm}^2$

**2021** *Handwritten English Letters and Digits Classification – EEE485 Statistical Learning and Data Analytics*

- Based on EMNIST dataset, we have implemented Feedforward NN, SVM and Random Forest algorithms from scratch (without using any ML libraries, as a course requirement)

**2020 – 2021** *LiDAR Prototype – EEE 493/494 Industrial Design Project*

- Senior project with a team of six people
- I focused on PCB design of a nanosecond laser driver

**2020** *PokéGAN – CS464 Introduction to Machine Learning*

- A project to produce new Pokémon out of existing ones based on DCGAN structure

**2020** *New York Times Mini Crossword Solver – CS 461 Artificial Intelligence*

- A constraint satisfaction project to solve NYT mini puzzle by WordNet and web-scraped Wikipedia articles

**2020** *Play TicTacToe with a Computer – EEE399 Bilkent University EEE Department Internship with supervisor Prof. Haldun Ozaktas*

- Computer vision based project, detects the white board from its surroundings and the TicTacToe grid, and plays the next move

**2019** *MakerBand Guitar – EEE 299 Desard Tech Internship*

- A toy guitar project which can produce guitar sounds with capacitive touch detection, to teach the user basic electronics with Arduino

**2019** *Electromagnetic Crane – EEE 351 Engineering Electromagnetics*

- A small prototype of an electromagnetic crane using Arduino, which can hold metal objects in mid-air

**2019** *NOKIA Combat – EEE 212 Microprocessors*

- A pixel video game developed with Freedom KL25Z Board using C language, two joysticks and Nokia5110 LCD

**2018** *PASS THE EEE102 – EEE 102 Introduction to Digital Design*

- **Best Project Award**
- An FPGA based video game developed with BASYS3 and VHDL

**2018** *TRC10 – EEE 211 Analog Electronics*

- An amateur transmitter with a bandwidth of 10 meters, whose schematics are given by the university professors