İpek Öztaş
MSc Student in Computer Science
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 GitHub Profile
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EDUCATION

•**M.Sc. in Computer Science, Bilkent University**   2024-2026
Ongoing   CGPA: 4.00/4.00

  – Under the supervision of Assistant Professor Ayşegül Dündar
  – Member of **Generative Deep Learning Research Lab**
  – Awarded **Department Scholarship** at the time of enrollment
  – Research focus: 3D Generative Models, Semantic Scene Understanding, Computer Graphics

•**B.Sc. in Computer Science, Bilkent University**   2020-2024
Graduate

  – Full Scholarship (Ranked 205th among over 2.5 million students in the university entrance exam)
  – Awarded with the **Data Science and Engineering Certificate**
  – High Honour Student
  – Coursework: OOP with Java, Data Structures in C++, Database Management, Object Oriented Software Development, Operating Systems, Algorithms, **Machine Learning, Artificial Intelligence, Individual Research Study**, **Cloud Computing**, Computer Networks, **Deep Generative Networks**, Automata Theory and Formal Languages

•**Ted Ankara College High School**   2016-2020
Graduate of the Math-Science Program with a ranking of 11th   Grade: 97.03

  – Full Merit Scholarship (ranked in the top 1% in the high school entrance exam)

PUBLICATIONS

Refereed Conference Proceedings

3D Stylization via Large Reconstruction Model
Authors: İpek Öztaş, **Duygu Ceylan, Ayşegül Dündar**
Conference: The Premier Conference & Exhibition on Computer Graphics & Interactive Techniques
SIGGRAPH 2025
Towards Automated Detection of Inline Code Comment Smells
Authors: İpek Öztaş, U. Boran Torun, Eray Tüzün
Conference: International Conference on Evaluation and Assessment in Software Engineering (EASE 2025)

EXPERIENCE

•**Teaching Assistant, Bilkent University**   9/2024-6/2025
Course assisted: CS464 Introduction to Machine Learning, CS485/585 Deep Generative Networks   Ankara

•**Volunteer Researcher, Cambridge University**   7/2024–
Supervisor: Associate Professor Cengiz Öztireli   United Kingdom
  – Conducting research on **3D face generation models**, including the FLAME model
  – Ongoing project: i2i: Identity to Identity Deep Persona Replication Through Conversational Response, Voice, and Facial Expressions

•**Undergraduate Researcher, Bilkent University**   8/2023–
Supervisor: Assistant Professor Dr. Eray Tüzün   Ankara
  – Conducting research on Machine Learning algorithms for code comment smell detection.
  – Implementing and testing various models and algorithms, employing OpenAI's GPT-4.
  – Writing academic papers and reports summarizing research findings.
  – Actively involved in the peer review process for academic papers and writing formal reviews

•**Machine Learning Intern, DataBoss Security & Analytics**   7/2023 – 9/2023
                                                                ODTÜ Teknokent, Ankara, Turkey
  – Completed a Time-Series Forecasting project, utilizing data analysis and feature engineering techniques. Implemented supervised machine learning models, to forecast based on historical data. Gained skills in **Machine Learning, scikit-learn, numpy, and Python**.
  – Experience with tools such as **Git, FastAPI, JWT token authentication, Docker, Dagster, web scraping, Pandas, Plotly, Jupyter Notebook, NumPy, and regression modeling**.

Personal Projects

•Semantic Segmentation with CRFs *Jan 2024–May 2024*
CS554 Computer Vision Project

- Tools & technologies used: Python, PyTorch, U-Net, ResNet, Conditional Random Fields (CRFs)
- Developed a robust semantic segmentation model for urban environments using deep learning and CRFs.
- Achieved an increase in mean IoU 0.412 and pixel accuracy of 0.851 using CRFs.

•Styling with Neural Radiance Fields *Jan 2024–May 2024*
Bilkent University CS485 Deep Generative Networks Term Project

- Tools & technologies used: Python, PyTorch, Colab, NeRF
- Implemented a novel approach to integrating artistic style transfer with Neural Radiance Fields (NeRF) for enhanced 3D scene generation

•AI Algorithms for 2048 Game *Sep-Dec 2023*
Best Project for Bilkent University CS461 Artificial Intelligence

- Tools & technologies used: Python, PyTorch, Gymnasium
- Developed and tested cutting-edge algorithms (Reinforcement Learning, Deep Q-Network, and Monte Carlo Tree Search) tailored for the 2048 tile-matching game. Chosen as the best project.

Technical Skills and Interests

Programming Languages: Python, Java, JavaScript, C/C++
Developer Tools: Docker, Latex, Git, GitHub
Cloud/Databases: AWS, MySQL, PostgreSQL
Machine Learning Libraries: Keras, PyTorch, TensorFlow, Scikit-Learn, Pandas, Numpy, Matplotlib, Seaborn, Plotly
Areas of Interest: Software Engineering, Machine Learning, Data Science, Artificial Intelligence, Generative AI, Cloud
Languages: English (Highly proficient), German (Intermediate)

Positions of Responsibility

•Volunteer, TDP Günköy Project, Bilkent University *2022-2023*

•Delegate, Model United Nations Club *2018-2019*

Achievements

•The Scientific and Technological Research Council of Türkiye (TUBITAK) BIDEB Scholarship *2025*

•Data Science and Engineering Certificate, Bilkent University *2024*

•IELTS Academic Overall Band Score: 8 *2024*

•ÖSYM Foreign Language Examination Ranked 34th among 2.5 million candidates *2021*

•National University Entrance Exam Ranked 205th among 2.5 million candidates *2020*

•Goethe-Institut Examination Overall Band Score: B1 *2019*

•Model United Nations Club Delegate in Eurosima (METU) and Munbu (Bilkent University) *2018-2019*

•TÜBİTAK High School Science Fair Presented a term project in the Regional Science Fair *2019*

•Stanford CS Bridge Program, Koç University *2019*

•Summer Research Program, Koç University *2018*