Kerem Yildirir

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Munich, Germany

EDUCATION

• M.Sc. Informatics

Technical University of Munich

Thesis Topic: Probabilistic Object Detection and Recon-

struction from a single RGB-D frame

Grade Average: 1.7

October 2019 - September 2022, Germany

B.Sc. Computer Science and Engineering

Sabanci University

Thesis Topic: Plant Disease Identification

Grade Average: 1.4

September 2015- June 2019, Turkey

EXPERIENCE

• IT Consultant - Netlight

Current engagement: Machine Learning, Cloud & Software Engineering @ a global leader in medical technology.

December 2022 - Present, Germany

• Machine Learning Engineer - Isarsoft

Trained and deployed multiple object detection solutions to different infrastructures ranging from cloud to edge devices.

October 2021 - October 2022, Germany

Computer Vision Engineer - Research Neutron Source FRM II

Developed a system for high speed image segmentation using C++ and CUDA, enabling the processing of large datasets.

October 2020 - October 2021, Germany

• Computer Vision Intern - WARP

Designed and implemented a 3D object detection, instance segmentation and tracking system on LiDAR point clouds using Python and ROS to be used in an autonomous vehicle for in-campus transportation.

April 2020 - September 2020, Germany

LANGUAGES

- Turkish Native
- English C1
- German B1

SKILLS

- C/C++, Python, CUDA, MATLAB, LATEX
- ROS, PyTorch, Tensorflow, OpenCV, OpenMP
- Linux, CMake, Git, Docker, AWS, Azure

PROJECTS

Probabilistic Object Detection and Reconstruction from a single RGB-D frame

Developed a model for 3D object detection and semantic completion from a single depth image that is detect and provide multiple suggestions for objects.

Python, PyTorch, MLflow

Monte Carlo Dropout for Object Detection on Point Clouds

Improved state of the art object detection performance on point clouds by leveraging uncertainty.

Python, PyTorch

• Indirect Visual Inertial Odometry with Optical Flow

Extended the classical odometry pipeline by eliminating the descriptor matching and integrating frame to frame optical flow for more robust feature tracking.

C++, CMake, Eigen, Sophus, Ceres

KinectFusion

Implemented KinectFusion algorithm by Newcombe et al. for real-time reconstruction of real world 3D scenes from depth images.

CUDA, C++, CMake, Eigen, Ceres

PUBLICATIONS

- F. Tasyaran, K. Yildirir, K. Kaya, and M. K. Tas, "One table to count them all: Parallel frequency estimation on single-board computers," in *Euro-Par*, 2019
- S. Atito, B. A. Yanikoglu, E. Aptoula, I. Ganiyusufoglu, A. Yildiz, K. Yildirir, B. Sevilmis, and M. U. Sen, "Plant identification with deep learning ensembles," in *CLEF*, 2018