

Ufuk Çelikcan

Assistant Professor

Department of Computer Engineering
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EDUCATION

Bachelor of Science,

Electrical & Electronics Engineering

Bogazici University, Istanbul, Turkey, June 2006

Concentration:

Signal Processing and Communication Systems

Bachelor of Science,

Physics (via the double major program)

Bogazici University, Istanbul, Turkey, June 2006

Master of Science,

Electrical Engineering

University of California, Riverside, California, June 2010

Master of Science,

Computer Engineering

Bilkent University, Ankara, Turkey, January 2015

Doctor of Philosophy,

Electrical Engineering

University of California, Riverside, California, September 2013

PRIMARY RESEARCH INTERESTS

Computer Graphics:

3D Vision and Stereoscopy, Computer Animation, Human Motion Synthesis and Analysis, Game Technologies

Video Processing and Coding:

Joint Source-Channel Coding of Video, Error Resilient Video Coding, Video-Content Analysis and Retrieval

OTHER RESEARCH INTERESTS

Computer Vision and Image Processing:
Surveillance and Monitoring, Visual Tracking, Visual Perception

Speech and Audio Processing:
Audio-Content Analysis and Retrieval, Audio Data Segmentation and Classification, Speaker Detection

THESES

Ufuk Celikcan, *Bimodal Leaky Prediction for Error Resilient Source-Channel Coding and Its Adaptation to Video Coding*,
Ph.D. Thesis, University of California, Riverside, 2013

Ufuk Celikcan, *Perceived Disparity Refinement in Interactive Environments*,
M.Sc. Thesis, Bilkent University, 2015

Ufuk Celikcan, *Multimodal TV News Story Segmentation for Turkish Broadcasting*,
B.S. Thesis, Bogazici University, 2006

PUBLICATIONS

Ufuk Celikcan, Gokcen Cimen, E. Bengu Kevinc, and Tolga Capin
Attention-Aware Disparity Control in Interactive Environments
The Visual Computer (Journal) 29.6-8 (2013): 685-694.

- “Best Paper Award” at Computer Graphics International 2013

Ufuk Celikcan, Ilker O. Yaz, and Tolga Capin
Example-Based Retargeting Human Motion to Arbitrary Mesh Models
Computer Graphics Forum (Journal), DOI: 10.1111/cgf.12507

Ufuk Celikcan, Sami Arpa, and Tolga Capin
Image Reproduction with Compensation of Luminance Adaptation
Signal, Image and Video Processing (Journal), DOI: 10.1007/s11760-016-0914-5

Ufuk Celikcan, and Ertem Tuncel
Bimodal Leaky Prediction for Error Resilient Video Streaming
Signals, Systems and Computers, 2009 Conference Record of the Forty-Third Asilomar Conference on. IEEE, 2009

Ufuk Celikcan, and Ertem Tuncel
Optimized Source-Channel Coding of Video Signals in Packet Loss Environments
Data Compression Conference, 2009. DCC'09. IEEE, 2009

PROJECTS

Enhancing the User Experience of 3D Displayed Virtual Scenes
TÜBİTAK 1001 #116E280
Project Coordinator, Principal Investigator, 2016-2019

Citywide Smart-Surveillance System through Video Analytics (Video Analizi ile KGYS Akıllı Destek Yazılımları Geliştirilmesi Projesi)

TÜBİTAK-KAMAG 1007 #114G028

Consortium: ASELSAN, Hacettepe University, Ozyegin University

Researcher, 2016-2019

Perceptually-Based 3D Graphics (Algıya Dayalı 3 Boyutlu Bilgisayar Grafıđı)

TÜBİTAK 1001 #110E029

Researcher, 2011-2012

Data-Driven Character Animation (Veri GÜdümlü Karakter Animasyonu)

TÜBİTAK 1001 #112E105

Researcher, 2012-2015

Low-Delay Communication in Sensor Networks via Prediction- and Transform-Based Distributed Source Coding

U.S. National Science Foundation #0643695

Researcher, 2007-2011

ACADEMIC EXPERIENCE

Hacettepe University, Turkey, Dept. of Computer Engineering

Assistant Professor

September 2014 - Present

Courses Taught:

- Computer Graphics (senior level)
- Computer Graphics Lab. (senior level)
- Advanced Computer Graphics (graduate level)
- Game Development with Unity (graduate level)
- Mobile Game Programming (graduate level)
- Introduction to Unreal Engine (graduate level)
- Game Technologies (senior level)
- Game Technologies Lab. (senior level)
- Logic Design (sophomore level)
- Logic Design Lab. (sophomore level)

Bilkent University, Turkey, Computer Engineering Dept.

Research Assistant, Teaching Assistant

September 2011 - August 2014

Courses Taught:

- Principles of User Interface Design (senior level)
- Digital Design (sophomore level)
- Algorithms and Programming (freshman level)
- Introduction to Computing for Engineers (freshman level)
- Introduction to Programming for Engineers (freshman level)

University of California, Riverside, Electrical Engineering Dept.
Research Assistant, Teaching Assistant
September 2006 - July 2011

Courses Taught:

- Mathematical Methods for Electrical Engineers (graduate level)
- Probability, Random Variables and Processes in Electrical Engineering (junior level)

Bogazici University, Turkey, Signal and Image Processing Laboratory (BUSIM)
Image and Video Processing Group Research Member
July 2004 - July 2006

INDUSTRY EXPERIENCE

Atlasjet International Airways, Turkey
Avionics Engineering Department Intern
August 2005

Arçelik, Turkey
Research and Development Unit Intern
July - August 2003

LANGUAGES

- Turkish (native)
- English (fluent)
- German (upper intermediate)
- Japanese (intermediate)

HONORS & AWARDS

- NVIDIA Award towards support of research on GPU Programming and GPGPU, 2015.
- Best Paper Award at Computer Graphics International 2013 for “Attention-Aware Disparity Control in Interactive Environments”, 2013.
- Full Scholarship Award for the graduate studies at Bilkent University, 2011.
- Dean’s Distinguished Fellowship Award for the graduate studies at University of California, Riverside, 2006.
- Graduated 2nd in Electronics and Electrical Engineering & Physics Double Major Program at Bogazici University, 2006.
- Türkiye İş Bankası Award for ranking 33rd among over 1.4 million participants in the Turkish National University Placement Exam, 2001.
- Turkish Ministry of Education Scholarship, 2001.
- Member of the Goethe Institute Award winning team in *Wasserwelten* German-Language Project Competition for Expo 2000, Hannover.
- Ranked 168th among over a million participants in the Turkish National Junior High School Placement Exam, 1994.