

Mustafa Işık

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🌐 www.mustafaisik.net

Experience

- 2021 June- **PhD Candidate**, ETH ZURICH, Zurich.
◦ Working at the Computer Graphics Lab and supervised by Prof. Dr. Markus Gross.
- 2020 **Research Intern**, ADOBE RESEARCH, San Jose.
June-Nov ◦ Researched deep learning based image-space denoising algorithms for interactive Monte Carlo rendering.
◦ The research is published in SIGGRAPH 2021.
- 2019-2020 **Graduate Student Researcher**, TU MUNICH, Munich.
◦ Researched volume rendering and visualization using deep learning at the Chair of Computer Graphics and Visualization.
◦ The research is published in TVCG 2020.
- 2016 **Software Engineer Intern**, TALEWORLDS, Ankara.
June-July ◦ Developed a statistics collector system using C++ for an unannounced video game project.

Education

- 2018-2021 **MSc, Computer Science**, *Technical University of Munich, Munich, Germany.*
GPA: 1.1 (with high distinction)
- 2013-2018 **BSc, Computer Engineering**, *Middle East Technical University, Ankara, Turkey.*
GPA: 3.75

Publications and Projects

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Interests

Photo-realistic Rendering, Ray Tracing, Neural Rendering, 3D Reconstruction

Languages and Technologies

C++, PYTHON, PYTORCH, CUDA, OPENGL

Honors & Awards

- 2019-2021 **Member of best.in.tum**, best.in.tum comprises the top two percent of the students of the Department of Computer Science at Technical University of Munich.
- 2013-2018 **High Honor Student**.