

# Abdullah Bulbul

**Address:** Bilkent University Computer Engineering Dept. Ankara 06800 Turkey  
**Phone:** (90) 506-645-1581, **e-mail:** bulbul@cs.bilkent.edu.tr

**Last update**  
January 9, 2012

**Education**                    **Bilkent University, Faculty of Engineering, Ankara, Turkey**                    2007 - ...  
Department of Computer Engineering, Ph.D.  
Scholarship awarded by TUBITAK  
Supervisor: Asst. Prof. Tolga Capin  
CGPA = 3.61 / 4.00

**Bilkent University, Faculty of Engineering, Ankara, Turkey**                    2003 - 2007  
Department of Computer Engineering, B.S.  
Full scholarship awarded by Bilkent University  
CGPA = 3.55 / 4.00

**Research**                    Perception in Computer Graphics  
**Interests**                    Visual Attention and Saliency  
Depth Perception  
Mobile Computer Graphics

**Journal**                    1. **Abdullah Bulbul**, Tolga Capin, Guillaume Lavoué, Marius Preda, “Assessing  
**Publications**                    Visual Quality of 3-D Polygonal Models”, *IEEE Signal Processing Magazine*, 28-  
6, p.80-90, 2011.  
2. **Abdullah Bulbul**, Zeynep Cipiloglu, Tolga Capin, “A Color-Based Face Track-  
ing Algorithm for Enhancing Interaction with Mobile Devices”, *The Visual Com-  
puter*, 26-5, p.311-323, 2010.  
3. **Abdullah Bulbul**, Zeynep Cipiloglu, Tolga Capin, “A Perceptual Approach for  
Stereoscopic Rendering Optimization”, *Computers & Graphics*, 34-2, p.145-157,  
2010.

**Conference**                    1. Sami Arpa, **Abdullah Bulbul**, Tolga Capin, “A Decision Theoretic Approach  
**Publications**                    to Motion Saliency in Computer Animations”, *Motion in Games Lecture Notes  
in Computer Science*, Volume 7060/2011, 168-179, 2011.  
2. **Abdullah Bulbul**, Cetin Koca, Tolga Capin, Ugur Gudukbay, “Saliency for  
Animated Meshes with Material Properties”, *Proceedings of the APGV'10*, 2010.  
3. Zeynep Cipiloglu, **Abdullah Bulbul**, Tolga Capin, “A Framework for Enhancing  
Depth Perception in Computer Graphics”, *Proceedings of the APGV'10*, 2010.  
4. **Abdullah Bulbul**, Zeynep Cipiloglu, Tolga Capin, “A Face Tracking Algorithm  
for User Interaction in Mobile Devices”, *Cyberworlds*, 2009  
5. **Abdullah Bulbul**, Onur Kucuktunc, Bulent Ozguc, “Animation of Boiling Phe-  
nomena”, *Proceedings of 3DTV-CON*, May 2008, IEEE Xplore Electronic Publi-  
cations, Istanbul, Turkey, 2008.

**Pending Patents**                    1. Provisional Patent Application, *Systems, Devices, and/or Methods for Manag-  
ing Rendering*, Abdullah Bulbul, Zeynep Cipiloglu, Tolga Capin, (pending, filed  
2009)

<b>Experience</b>	<b>Research assistant</b> , ALGI, Perceptually Aware 3-d Computer Graphics	2010-2012
	<b>Research assistant</b> , 3D-Phone, EU 7th Framework Project	2007-2011
	<b>Teaching assistant</b> , Bilkent University <ul style="list-style-type: none"> <li>• Algorithms and Programming II</li> <li>• Algorithms and Programming I</li> <li>• Computer Graphics I</li> </ul>	
	<b>Summer trainee</b> , T.C. Merkez Bankasi	Summer 2006
	<b>Summer trainee</b> , Mobiliz Bilgi ve İletişim Teknolojileri A.Ş.	Summer 2006
<b>Awards and Honors</b>	3 semesters for High Honor student, 4 semesters for Honor student	2003-2007
	Member of winner team: SoftwareQuest, CS102 Project	2004
	Ranked 67th in National University Entrance Examination in quantitative	2003
<b>Completed Projects</b>	<b>Perceptual Refinement of 3D User Interfaces</b>	Spring 2009
	User Interface Design course project, refinement of 3D UI scenes to enhance depth perception.	
	<b>Shooting Range Simulation</b>	Fall 2008
	Modeling and Simulation course project, simulation of shooting a humanoid character with respect to ragdoll physics techniques.	
	<b>Face Tracking for Mobile Devices</b>	Fall 2008
	Mobile and Ubiquitous Graphics course project, a face tracking algorithm for direct manipulation in mobile devices.	
	<b>Dynamic Convex Hull in 3D</b>	Spring 2008
	Computational Geometry course project, an efficient implementation of dynamic convex hull construction in 3D.	
	<b>Saliency Computation for Animated Meshes</b>	Fall 2007
Computer Animation course project, proposed a new metric for computing saliency of 3D animated meshes using geometric and motional properties.		
<b>Bombing Event Analyzer from News</b>	Fall 2007	
NLP course project, information extraction and categorization of bombing event-related news.		
<b>Animation of Boiling Phenomena</b>	Fall 2007	
Applications of Computer Graphics project, presented an efficient method for the simulation of boiling water.		
<b>Various Approaches to Traveling Salesman Problem</b>	2006 - 2007	
Senior design project, optimized algorithms for solving TSP. Different algorithms such as genetic, branch & bound, etc. can be run in parallel and evaluated.		
<b>Computer Skills</b>	C, C++, Java, Matlab, SQL, OpenGL, PHP (Advance) Assembly, Verilog, C# (Beginner)	
<b>Languages</b>	Turkish (Native), English (Advance), German (Beginner), Arabic (Beginner)	
<b>References</b>	Available upon request	