CAN SARI

3D Computer Vision Researcher · Computer Engineering Student

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Senior Computer Engineering student working on 3D reconstruction, with an ACCV 2026 paper and a research internship at UCL. Seeking applied R&D or research engineering work; available for a long-term internship or part-time role until June 2027.

Research interests: 3D computer vision, geometric deep learning, contrastive learning, neural rendering.

EDUCATION

Bahçeşehir University (BAU) — Sep 2023 – Jun 2027
B.Sc. Computer Engineering · GPA 3.44/4.00 — Istanbul, Turkey
Coursework: Data Structures & Algorithms (C++), Numerical Methods, Advanced Computer Networks, Introduction to Deep Learning

Technische Universität Berlin (TU Berlin) — Mar 2026 – Jul 2026
Erasmus Exchange, Computer Engineering · Grade 2.35 (gut / good) — Berlin, Germany
Coursework: Deep Learning 2, Foundations of Data Science & AI, Federated Machine Learning Programming

RESEARCH EXPERIENCE

Research Intern (Remote) — Sep 2026 – Present
Virtual Environments and Computer Graphics (VECG) Group, University College London (UCL) — London, UK
Supervisors: Doğa Yılmaz and Prof. He Wang

- Research on neural rendering, with a focus on 3D Gaussian Splatting
- Working towards a co-authored paper, targeting a conference or journal publication

Undergraduate Researcher — Jun 2025 – Present
BAU Computer Vision Lab, Bahçeşehir University — Istanbul, Turkey
Advisor: Asst. Prof. Barış Özcan

- Co-designed a learned suppression module that replaces greedy NMS and DBSCAN for 3D keypoint detection
- Took 6th place in the 3rd USM3D Building3D Challenge (CVPR 2026 Workshop), an international 3D building reconstruction competition

PUBLICATIONS

Learned Suppression for 3D Keypoint Detection with a Graph-Transformer Backbone — ACCV 2026
Batuhan Arda Bekar, **Can Sarı**, Hüseyin Can Gülkan, Barış Özcan — Osaka, Japan
Asian Conference on Computer Vision (ACCV), 2026 (to appear) · arXiv:2605.15088 · Project page · Code

INDUSTRY EXPERIENCE

Intern, Digital Solutions — Mar 2025 – Aug 2025
KPMG Turkey — Istanbul, Turkey

- Shipped an Azure DevOps CI/CD pipeline (YAML, PowerShell) automating deployment of internal enterprise apps, replacing manual releases
- Wrote Python automation scripts and coordinated a software rollout across engineering, legal, audit, and third-party vendor teams

Software Development Intern — Jul 2024 – Aug 2024
Sisal Digital Hub Turkey — Istanbul, Turkey

- Built a full-stack mobile app (GitPeek) in four weeks with React Native and Spring Boot, owning API, UI, testing, and releases

PROJECTS

Federated Handwriting Recognition (TU Berlin) — 2026
Python, PyTorch, Flower, Docker, Kubernetes, GCP

- Trained a shared CNN across 4 clients on FEMNIST (62 classes) with Flower and FedAvg, reaching 86% validation accuracy
- Conducted experiments with simulated non-IID data to mimic student handwriting spread across schools
- Containerised the system with Docker Compose and deployed to Google Kubernetes Engine; built live Streamlit dashboards tracking global metrics and client contributions via update norms and cosine similarity

Hybrid Recommender System — Jan 2025
C++, Matrix Factorization, Neural Collaborative Filtering

- Built a movie recommendation engine combining matrix factorization with neural collaborative filtering in C++; ranked 1st of 300 students in a university programming competition

SKILLS & OTHER

ML & 3D: PyTorch, Point Cloud Processing, Graph Neural Networks, 3D Gaussian Splatting, Federated Learning, Weights & Biases
Languages & Tools: Python, C/C++, Java, SQL, TypeScript, Git/GitHub, Docker, Kubernetes, GCP, Azure DevOps
Spoken: Turkish (native), English (C1), German (B2)
Other: Core Team Member & workshop instructor, GDG on Campus BAU (2025–2026); CERN Beamline for Schools; Junior Achievement Alumni