

Tuna Saygın

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github.com/TunaSaygin · Google Scholar

Education

Bilkent University

2025 – Present

M.S. in Computer Engineering

- Supervised by Assoc. Prof. [Ayşegül Dünder](#)
- GPA: 4.00/4.00
- Recipient of a Departmental Scholarship

Bilkent University

2021 – 2025

B.Sc. in Computer Engineering

- GPA: 3.88/4.00
- Ranked 300th among over 2.5 million students in the university entrance exam

Publications

- GeoFusionLRM: Geometry-Aware Self-Correction for Consistent 3D Reconstruction.
Ahmet Burak Yıldırım*, **Tuna Saygın***, Duygu Ceylan, [Ayşegül Dünder](#).
Eurographics 2026. [\[Project\]](#) [\[arXiv\]](#)
- TempEdit: Temporally Guided Video Editing via Edit Energy Redistribution.
Tuna Saygın, [Ayşegül Dünder](#).
In submission.

*Equal contribution.

Teaching

Teaching Assistant, Department of Computer Engineering, Bilkent University

- CS353 – Database Systems Fall 2025, Spring 2026
Course staff and Assistant Coordinator.
- CS464 – Introduction to Machine Learning Fall 2025

Selected Course Projects

Unsupervised Interpretable Direction Discovery Using h-Space

CS485 – Deep Generative Networks

- Trained an auxiliary network to inject learned feature shifts into the bottleneck (h-space) of a pretrained DDPM UNet.
- Paired the injection with a direction regressor that recovers the applied edit, yielding distinct and controllable unsupervised edit directions.
- github.com/TunaSaygin/IntepretableDirectionInDiffusion

Soft Actor-Critic with Hindsight Experience Replay

CS449 – Learning for Robotics

- Implemented Soft Actor-Critic with Hindsight Experience Replay for goal-conditioned control in sparse-reward robotic manipulation settings.
- github.com/TunaSaygin/Soft-actor-criticwith-HER

Technical Skills

Languages Python, C/C++ , SQL

Deep Learning PyTorch, Hugging Face Diffusers

3D & Graphics PyTorch3D, Open3D, nerfstudio, Blender CLI rendering

Infrastructure SLURM and multi-GPU HPC clusters (Leonardo), Docker