Zehranaz Canfes

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Education

Master of Science | Computer Science | October 2022 - October 2025

Technical University of Munich, Munich, Germany

Bachelor of Science (Double Major) | Computer Engineering | September 2018 - June 2022

Bogazici University, Istanbul, Turkey

GPA: 3.45/4.00

Bachelor of Science (Double Major) | Mathematics | September 2017 - June 2022

Bogazici University, Istanbul, Turkey

GPA: 3.45/4.00

Work Experience

Computer Vision Student Researcher | October 2023 - Present

Computer Vision Group, Technical University of Munich, Munich, Germany | cvg.cit.tum.de

Working on a research project in 3D computer vision, shape representation and 4D deformation.

Generative AI Researcher | Internship | April 2024 - October 2024

The BMW Group, Munich, Germany | <u>bmwgroup.jobs</u>

- Trained and tested state-of-the-art 3D generative models using different surface representation methods such as B-reps, NURBS, point clouds by using Python, PyTorch, PythonOCC, occwl, and geomdl.
- Performed latent space analysis, advanced quantitative and qualitative analysis on 3D generative models using CATIA, scikit-learn, and PyTorch3D. leading to better understanding of the proposed method's behavior. The results are used for further research in BMW.

Undergraduate Researcher | October 2021 - June 2022

Creative AI Technologies Research Lab, Istanbul, Turkey | catlab-team.github.io

Published a paper on 3D avatar editing guided by text or images by manipulating the latent space of a 3D generative network at the WACV 2023 conference. The model is implemented using Python, Tensorflow, and PyTorch, and achieves 34% higher scores than previous approaches.

Artificial Intelligence Researcher | Internship | July 2021 - September 2021

Università di Bologna, Bologna, Italy | ai.unibo.it

• Proposed a neural network architecture (autoencoder model) to detect anomalies in a semi-supervised way by using Python and Tensorflow. The proposed architecture increased the F2-score by 30%.

Class Projects

Computer Vision Practical Course

• Participated in the <u>practical course: Shape Reconstruction and Matching in Computer Vision</u> at the TUM Computer Vision Group. **Improved** an existing approach to work on multi-view 3D reconstruction of objects with non-trivial backgrounds by using Python, Pytorch, and Pytorch3D. The project aimed to be used by the Computer Vision Group for further research.

Machine Learning for 3D Geometry

Adapted the codebase of the paper <u>3D-LMNet</u>, which originally used **TensorFlow 1.3**, to **PyTorch**. The project involved ensuring that the code maintained its original functionality and performance for the task of single-view reconstruction of 3D point clouds. The code can be found here.

Publications

4Deform: Neural Surface Deformation for Robust Shape Interpolation, Conference on Computer Vision and Pattern Recognition (CVPR) 2025, Lu Sang, Zehranaz Canfes, Dongliang Cao, Riccardo Marin, Florian Bernard, Daniel Cremers Access paper here.

Implicit Neural Surface Deformation with Explicit Velocity Fields, International Conference on Learning Representations (ICLR) 2025,

Lu Sang, Zehranaz Canfes, Dongliang Cao, Florian Bernard, Daniel Cremers

Access paper here.

Text and Image Guided 3D Avatar Generation and Manipulation, Spotlight on IEEE/CVF Winter Conference on Applications of Computer Vision (WACV) 2023.

Zehranaz Canfes, M. Furkan Atasoy, Alara Dirik, Pinar Yanardag

Access paper here.

Certificates and Awards

Scholarship | DAAD-TEV

DAAD-TEV-Master's Degree Scholarship

IELTS

German Language Certificate | Sprachdiplom Kultusministerkonferenz

Neural Networks and Deep Learning | Coursera

See Credential