

Salih Mert Canseven

COMPUTER ENGINEERING SENIOR | MACHINE LEARNING, VISION & NETWORKING

Istanbul, Turkey

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I am a Computer Engineering senior passionate about machine learning, computer vision, and systems programming. I love building things from scratch and understanding how systems behave under the hood, from tracking down latency bottlenecks in real-time robotics to fine-tuning vision models.

Education

Yeditepe University

B.S. IN COMPUTER ENGINEERING (FULL SCHOLARSHIP)

Istanbul, Turkey

Expected Jun 2027

- GPA: 3.25 / 4.00. Relevant Coursework: Operating Systems, Computer Organization, Database Systems, Signals and Systems.

Experience

Pervasive Systems Laboratory (PerSystLab) 🌐

UNDERGRADUATE RESEARCH ASSISTANT

Istanbul, Turkey

Jun 2025 - Present

- Benchmarked **gRPC, WebSockets, and TCP** under simulated packet loss and delay profiles (ITU-T Y.1541) using **Linux NetEm**; results accepted at ASYU 2026.
- Built a real-time telerobotics pipeline in **Python** using **MediaPipe** webcam input to track hand landmarks and actuate a robotic hand over the local network.
- Tested 6 **hand-pose models** in a hardware-in-the-loop setup with PTP timing, finding that vision inference, not network transmission, caused **84–97%** of end-to-end latency.

Fizifix 🌐

SOFTWARE ENGINEERING INTERN

Istanbul, Turkey

Aug 2026 - Sep 2026

- Evaluated **15 monocular 3D human pose and mesh models** (including VIBE, WHAM, and GENMO) on physiotherapy footage for jitter, mesh consistency, and hand tracking quality, and selected **SAM-Body4D** for the pipeline.
- Built and packaged **fizi3d**, an internal Python tool that converts per-frame 3D meshes into clean Blender animations using scale locking, temporal smoothing, and floor-contact anchoring.
- Fine-tuned a **Swin Transformer** (91.5% top-1 on Food-101), then integrated a **vision-language model** with a SQLite database to recognize multi-item meal plates.

Yeditepe University Seven Racing

SOFTWARE TEAM LEADER

Istanbul, Turkey

Oct 2024 - Aug 2026

- Led the software sub-team developing the vehicle's real-time telemetry stack, transmitting sensor data across dual **LoRa and GSM** uplinks to a live pit dashboard.
- Directed software testing, sensor calibration, and trackside operations across two **Shell Eco-Marathon Europe & Africa** campaigns.

Publications

Benchmarking TCP-Based Protocols Across Varying Network Conditions for Telerobotics 🌐

ALP DIKMEN, **SALIH MERT CANSEVEN**, TACHA SERIF

ASYU 2026

Accepted

Projects

Blockatro: Mobile Roguelike Deck-BUILDER 🌐

SOLO DEVELOPER

Android (Google Play)

2026

- Designed, programmed, and published an original puzzle deck-builder to the Google Play Store using Unity and C#.
- Implemented procedural board evaluation algorithms, modular scoring modifiers, and local save-state serialization.

Technical Skills

Programming Rust, C, C++, Python, C#, SQL, Bash

Networking TCP/IP, gRPC, WebSockets, LoRa, Wireshark, Linux NetEm

Machine Learning & CV PyTorch, scikit-learn, OpenCV, MediaPipe, Transformers, Pandas

Developer Tools Git, Docker, Linux, Unity