

## **CIRRUCULUM VITAE**

**Name Surname:** Gazi Erkan BOSTANCI

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**Nationality:** Turkish Republic

**Marital Status:** Married with one daughter



### **Education**

**Ph.D.:** Computing and Electronic Systems, University of Essex, UK, 2010-2014.

**M.Sc.:** Computer Engineering, Ankara University, 2007-2009.

**B.Sc.:** Computer Engineering, Ankara University, 2003-2007.

**High School:** Nermin Mehmet Çekiç Anatolian High School, 1996-2003.

### **Professional Experience**

1. Assistant Professor Dr., Jan, 2015- present, Ankara University Computer Engineering Department.
2. Second Lieutenant (NATO: OF-1), May, 2014 – May, 2015, Turkish Armed Forces, Gendarmerie Schools Command.
3. Research Assistant Dr., Jan, 2014–May, 2014, Ankara University Computer Engineering Department, Laboratory classes taught: Computer Graphics, Programming Languages
4. Laboratory Assistant, 2011–2014, University of Essex, School of Computer Science and Electronic Engineering. Laboratory classes taught during fall and spring terms: Computer Vision, Digital Systems Architecture, C Programming and Embedded Systems, C++ Programming, Web Development, 3D Computer Graphics
5. Instructor for computer literacy courses, 2011 – 2012, EmployIT, University of Essex, MS Office software, Internet and web page creation
6. Research Assistant, 2007–2010, Ankara University Computer Engineering Department, Laboratory classes taught: C/C++ Programming, Web Programming, Computer Graphics, Digital Logic Design, Microprocessors, Computer Architecture

### **Other Experiences**

1. Part time job, Fronrunner scheme, 1/2013–3/2013, UK Data Archive, Application Development and Maintenance, Test programming for the Discover service provided by the UK Data Archive.
2. Student facilitator, Doctoral Welcome Conference, 2011, University of Essex Helping students for various tasks in orientation courses.
3. Part time job, 2010–2011, Core Data Systems, United Kingdom, PHP portal programming, GPS Tracking Project with Mappoint and J2ME over GPS feature of mobile phones.

4. Webmaster, 2004–2007, Ankara University Faculty of Engineering, Design and maintenance of Computer Engineering Department web pages.
5. Intern, 7/2006–8/2006, TAI, Mailing application with Java and implementation of unit test classes for ELDS (Integrated Logistic Support System) project.
6. Intern, 6/2005–8/2005, Telecom, Item Management System.

### **Foreign Languages**

1. English, Advanced, IELTS: 7.5, 2009, YDS:90, 2014.
2. German, Beginner

### **Membership**

1. IEEE
2. IACSIT
3. IAENG

### **Certificates**

- Leadership in Action, University of Essex, UK, 2013.
- Technology Management Programme, Bemidji State University, USA, 2007.

### **Seminars Offered**

1. Ankara University Health and Safety Training: Working with Display Devices, Jan. 8,14, 2016.
2. Ankara University Health and Safety Training: Working with Electrical Devices, Principles of Accident Prevention, Working with Display Devices, Dec. 3,8,16,17, 2015.
3. Vision-based User Tracking Methods for Augmented Reality, Computer Engineering Department, Ankara University, Feb. 6, 2014.

### **Workshops and Courses Attended**

1. Designing Fuzzy Rule-Based Systems: from Heuristic Approaches to Multi-objective Evolutionary Fuzzy Systems by Francesco Marcelloni, Sept. 23-24, 2013.
2. Data Analysis in R by Werner Adler and Benjamin Hofner, University of Essex, Oct.1-Oct.5, 2012.
3. Workshop on Games, University of Essex, Oct. 28, 2012.

### **Awards and Degrees**

1. TUBITAK National Conference Grant 2224-B/9, TIPTEKNO, 2015.
2. Best Paper Award for the paper titled "Crime Scene Investigation in 3D Using Video Frames", International Symposium on Digital Forensic Science, 2015.
3. TUBITAK UBYT for the paper titled "Is Hamming distance only way for matching binary image feature descriptors?", 2014.
4. Intel's free registration prize for the paper titled "Living the Past in the Future" in Creative Science Workshop, 2011.
5. Who's Who in the World 2011, 28<sup>th</sup> edition

6. PhD Scholarship from Higher Education Council, 2010-2014, Turkey
7. Ranked 2<sup>nd</sup>, Computer Engineering Department, 2007
8. Ranked 1<sup>st</sup> in the Ankara University Faculty of Engineering 58+6<sup>th</sup> Anniversary Project Contest, 2007
9. Knowledge Contest Among High Schools, Nermin Mehmet Çekiç Anatolian High School, 2003

### **Research Interests**

1. Augmented Reality, Computer Graphics
2. Image Processing, Computer Vision
3. Artificial Intelligence, Genetic Algorithms, Fuzzy Logic, Clustering
4. Simultaneous Localization and Mapping-SLAM (Visual SLAM)
5. Mathematical Modelling and Simulation
6. Technology Management

### **Projects**

1. Principal Investigator, Ankara University BAP Project: 16B0443003, Development of an Intelligent Motion Model Selection Method for GPS-INS based User Tracking in Augmented Reality Applications, 28,000TL, 2016-2018.
2. Principal Investigator, TUBITAK 3001:215E156, Development of a Mobile and Distant Augmented Reality System for Cultural Heritage Sites, 41,476TL, 2016-2018.
3. Principal Investigator, Ankara University BAP Project: Simulator and Game Implementation Using Motion Sensors, 2014-cancelled in 2015.

### **Graduate Student Supervision**

1. MSc, Point Cloud Analysis, Mehmet Halit GÜNEYSU, 2017-present
2. PhD, ECG Analysis using Wearables, Ersin ERSOY, 2017-present
3. PhD, Big Data for Medical Wearables, Berna ŞEREF, 2016-present
4. MSc, Forensic Investigation in Cloud Computing Systems, Cengiz ÜNAL, 2016-present
5. MSc w/o thesis, Augmented Reality for Cultural Heritage, Süleyman ATAKUL, 2015-present
6. MSc, Co-supervision, Distant Reality: A New Dimension to Augmented Reality, Metehan ÜNAL, 2015-present
7. MSc, Learning to Dance with Kinect, Egemen HALICI, 2015-present
8. MSc, Augmented Reality Dental Trauma Diagnosis System, Ahmet Alp SAYIN, 2015-present

### **Undergraduate Student Supervision**

1. Business Process Sharing System, Seçkin BAYTEKİN, Spring 2016-2017
2. Wearable for Visually Impaired, Suat YÜRÜK, Yalın Tolga BİNGÖL, Spring 2016-2017
3. Game AI for 2D Game, İsmail Kaan ŞAHİN, Spring 2016-2017
4. AR Treasure Hunt, Bahattin Tan COŞKUNER, Fall-Spring, 2016-2017

5. AR Word Building Game, Mesut Kadir ÖZZEYBEK, Seda KOÇ, Bilge Kağan YAZAR, Fall-Spring, 2016-2017
6. AR Artwork View, Umut Çağrı AYDIN, Fall-Spring, 2016-2017
7. AR Desktop Science Laboratory, Kemal Furkan DÖNMEZKUŞ, Fall-Spring, 2016-2017
8. Genetic Techno-Sound Generation, Seçkin BAYTEKİN, Fall 2016-2017
9. Drone Control with Kinect, Ramazan UÇAR, Burkay Orkun AKIN, Fall-Spring, 2016-2017
10. Vision-based Wearable Assistive Device for Visually Impaired, Esra BAŞKURT, Spring, 2015-2016
11. Outdoor Navigation for Visually Impaired with Speech, Ali Deniz ALTUN, Spring, 2015-2016
12. Mobile Outdoor Augmented Reality Game: Treasure Hunt, Kübra SEZER, Spring, 2015-2016
13. Augmented Reality Business Card with Social Networks, Özlem DALGIÇ, Spring, 2015-2016
14. Augmented Reality History Lecture: Ancient Buildings, Mert Can ALICI, Spring, 2015-2016
15. Mobile Automation System for University Orientation Days, Mehmet Kaan AYDIN and Nurullah ÖZDEMİR, Spring 2015-2016
16. Intelligent Vehicle Routing for UAVs, Hürkan AKBIYIK and Dilan YAVUZ, Fall, 2015-2016
17. Augmented Teleconferencing System, Ediz SÜLEYMAN, Fall-Spring, 2015-2016
18. Intelligent Pacman Game, Aykut Burak ŞAFAK, Fall-Spring, 2015-2016
19. Analysis of Repeatability of Image Features, Nevsale DURBAY, Fall, 2015-2016
20. Analysis of Network Routing Protocols, İrem DOĞAN, Fall, 2015-2016
21. Augmented Reality Navigator, Semih KILIÇ, Fall-Spring, 2015-2016
22. 3D Reconstruction from Videos, Tayfun ENGİN, Fall, 2015-2016
23. Intelligent Meteor Crash Game, Ali SOYLUÇİÇEK, Fall-Spring, 2015-2016

### **Courses Offered**

1. MSc, 826519 Hybrid Systems, XX students, Summer 2016-2017
2. MSc, 851509, Image Processing, 3 students, Spring 2016-2017
3. COM/BLM 444, Special Topics, 131 students, Spring 2016-2017
4. COM/BLM 376, Computer Architecture, 223 students, Spring 2016-2017
5. MSc, 851501 Introduction to Information Systems, 3 students, Fall 2016-2017
6. MSc, 826528 Evolutionary Computation, 17 students, Fall 2016-2017
7. COM/BLM 325, Microprocessors, 225 students, Fall 2016-2017
8. COM/BLM 337, Computer Graphics, 220 students, Fall 2016-2017
9. MSc, 826528 Evolutionary Computation, 14 students, Summer 2015-2016
10. MSc, 826519 Hybrid Systems, 24 students, Spring 2015-2016
11. COM/BLM 436 Fuzzy Logic, 85 students, Spring 2015-2016
12. COM/BLM 443, Special Topics, 36 students, Spring 2015-2016

13. MSc, 826519 Hybrid Systems, 19 students, Fall 2015-2016
14. COM/BLM 337, Computer Graphics, 261 students, Fall 2015-2016
15. COM/BLM 443, Special Topics, 49 students, Fall 2015-2016

#### **MSc./PhD. Thesis Committee Memberships**

1. PhD. Qualification Committee, Başak TOPAL, May. 30, 2017.
2. MSc. Thesis Committee, Yavuz Selim DOĞAN, Apr. 10, 2017.
3. MSc. Thesis Committee, Mehmet KARA, Oct. 3, 2016.
4. PhD. Supervisory Board, Serhat Tural, Jun. 24, 2016.
5. MSc. Thesis Committee, Zeynep YILDIRIM, Jan. 7, 2016.
6. MSc. Thesis Committee, Çağrı ARSLAN, Dec. 18, 2015.
7. PhD. Qualification Committee, Alper KARADOĞANER, Nov. 26, 2015.

#### **Publications**

**Research Gate Profile:** [https://www.researchgate.net/profile/Erkan\\_Bostanci](https://www.researchgate.net/profile/Erkan_Bostanci)

**Google Scholar Profile:** <https://scholar.google.com/citations?user=Ilk5AUAAAAJ&hl=en>

#### **Book Chapters**

1. **Bostanci, E.**, Kanwal, N., Clark, A. F., “Augmented Reality for Cultural Heritage Using Vision-based User Tracking: A Fusion Approach”, Augmented Reality: Developments, Technologies and Applications, Nova Publishers, ISBN: 978-1-63482-902-1, 2015.
2. Kanwal, N. **Bostanci, E.**, “Comparative Study of Instance Based Learning and Back Propagation for Classification Problems”, Grin Verlag, ISBN: 978-3668201590, 2008.

#### **International Refereed Journals**

##### **SCI-core / SCI-expanded**

1. **Bostanci, E.**, Bostanci, B., Kanwal, N., Clark, A. F., “Sensor Fusion of Camera, GPS and IMU using Fuzzy Adaptive Multiple Motion Models”, Soft Computing, pp.1-17, 2017 (**SCI-expanded**)
2. **Bostanci, E.**, “Enhanced image coverage using evolutionary key-point selection”, The Imaging Science Journal, 2017 (**SCI-core**)
3. Ar, Y., **Bostanci, E.**, “A genetic algorithm solution to the collaborative filtering problem”, Expert Systems with Applications, 2016. (**SCI-expanded**)
4. Kanwal, N., **Bostanci, E.**, Clark, A. F., “Evaluation Method, Dataset Size or Dataset Content: How to Evaluate Algorithms for Image Matching?”, Journal of Mathematical Imaging and Vision, vol. 55, no.3, pp. 378-400, 2016 (**SCI-core**)

5. Kanwal, N., **Bostanci, E.**, Keith, C., Clark, A. F., "A Navigation System for Visually Impaired: A fusion of Vision and Depth Sensor", Applied Bionics and Biomechanics, 2015 **(SCI-expanded)**
6. **Bostanci, E.**, "Is Hamming distance only way for matching binary image feature descriptors?", IET Electronics Letters, vol. 50, no. 11, pp. 806-808, 2014. **(SCI-core)**
7. **Bostanci, E.**, Kanwal, N., Clark, A. F., "Spatial statistics of image features for performance comparison", IEEE Transactions on Image Processing, vol. 23, no. 1, pp. 153-162, 2014. **(SCI-core)**
8. Kanwal, N., **Bostanci, E.**, Clark, A. F., "Matching Corners Using the Informative Arc", IET Computer Vision, vol. 8, no. 3, pp. 245-253, 2014. **(SCI-core)**
9. Kanwal, N., **Bostanci, E.**, and Clark, A. F., "Describing Corners using the Angle, Mean Intensity and Entropy of Informative Arcs", IET Electronics Letters, vol. 48, no. 4, pp. 209-210, 2012. **(SCI-core)**

#### **Refereed Journals Indexed by Other Databases**

1. **Bostanci, E.**, "Resilient feature descriptors through evolution", International Journal of Intelligent Systems and Applications in Engineering, 2017. (TR Index)
2. **Bostanci, E.**, Ar, Y., Yigit-Sert, S., "A Thread Building Blocks based parallel genetic algorithm framework", International Journal of Research and Reviews in Applied Sciences, vol.31, is. 1, 2017. (Inspec, Ebsco)
3. Kanwal, N., **Bostanci, E.**, Clark, A. F., "Identifying Complementary Corner Detectors for Correct Image Pixels Classification", Pakistan Journal of Science, vol. 68, no.2, 2016.
4. **Bostanci, E.**, Kanwal, N., Clark, A. F., "Augmented Reality Applications for Cultural Heritage Using Kinect", Human-Centric Computing and Information Sciences, vol.5, no.20, Springer, 2015. (Scopus)
5. **Bostanci, E.**, "3D Reconstruction of Crime Scenes and Design Considerations for an Interactive Investigation Tool", International Journal of Information Security Science, vol.4, no.2, pp. 50-58, 2015. (Ebsco)
6. **Bostanci, E.**, "Motion model transitions in GPS-IMU sensor fusion for user tracking in augmented reality", International Journal of Fuzzy Systems and Advanced Applications, vol.1, pp.21-28, 2014.
7. **Bostanci E.**, Bostanci, B., "Object Localization Based Segmentation and Spatial Analysis Using Computer Vision", International Journal of Computer Theory and Engineering, vol. 5, no. 3, 2013. (Index Copernicus, Ebsco)
8. **Bostanci E.**, Kanwal N., Ehsan S., Clark A. F., "User Tracking Methods for Augmented Reality", International Journal of Computer Theory and Engineering, vol. 5., no. 1, pp. 93-98, 2013 (Inspec, Ebsco)

9. **Bostanci E.**, Bostanci B., "Object Localization and Spatial Analysis Using Computer Vision", International Journal of Machine Learning and Computing, vol.1, no. 2, pp. 120-124, ISSN:2010-3700, 2011. (Inspecc)
10. Koyuncu B., **Bostanci E.**, "3D Battlefield Modelling and Simulation of War Games", International Journal of Computers, iss.1, vol. 4, pp.1-8, ISSN: 1998-4308, 2010.
11. Koyuncu B., **Bostanci E.**, "Development of a Software Tool for Decision Making in Combat Models", International Journal of Mathematics and Computation, vol. 2, no. M09, pp. 106-114, CESER, 2009. (MathScinet, Index Copernicus)
12. Koyuncu B., **Bostanci E.**, "Development of an Image Processing Software", Computer Engineering Journal, vol. 1, no. 2, pp.54-57, 2007.

#### **National Refereed Journals**

1. **Bostanci E.**, "Kültürel Miras için Zenginleştirilmiş Gerçeklik Uygulamaları", Pamukkale Üniversitesi Mühendislik Bilimleri Dergisi, vol.17, no. 3, pp.133-142, 2011. (Ebsco)

#### **International Refereed Conference and Symposium Proceedings**

1. **Bostanci, E.**, Kanwal, N., Bostanci, B. and Guzel, M. S., "A Fuzzy Brute Force Matching Method for Binary Image Features", International Conferences on Algebraic Hyperstructures and Applications, Istanbul, 2017.
2. **Bostanci, E.**, Kanwal, N., Bostanci, B. and Guzel, M. S., "Finding Minimum Area Ellipse for Data Points using a Genetic Algorithm ", 15th International Geometry Symposium, Amasya, 2017.
3. Ajabshir, V. B., Guzel, M. S., Can, S. and **Bostanci, E.**, "Optimization of Potential Field Parameters using Genetic Algorithm", 4<sup>th</sup> Global Conference on Computer Science, Software, Networks and Engineering, Istanbul, 2017.
4. Guzel, M. S., Gezer, E., Ajabshir, V. B. and **Bostanci, E.**, "An Adaptive Pattern Formation Approach for Swarm Robots", 4th International Conference on Electrical and Electronics Engineering, Ankara, 2017.
5. Dalgic, O. and **Bostanci, E.** and Guzel, M. S., "Genetic Algorithm based Floor Planning System", International Conference on Advances and Innovations in Engineering, Elazig, 2017.
6. Unal, M., **Bostanci, E.**, Sertalp, E. and Tosun, S., "A Distant Augmented Reality System for Cultural Heritage Sites using Drones", 3rd Global Summit and Expo on Multimedia and Artificial Intelligence, Lisbon, 2017.
7. Guzel, M. S., Can, S., Erdem, H., Senturk, B., **Bostanci, E.** "A mobile robot navigation system using a map-building based approach", International Conference on Science, Engineering & Technology 2017, Istanbul, 2017.

8. Seref, B. and **Bostanci, E.**, "Opportunities, Threats and Future Directions in Big Data for Medical Wearables", International Conference on Big Data and Wireless Technologies, Bulgaria, 2016.
9. Alici, M. C. and **Bostanci, E.**, "Desktop History Lecture using Augmented Reality: Wonders of the World", Future Learning, Istanbul, Turkey, 2016.
10. Halici, E. and **Bostanci, E.**, "Analysis of Training Performances of Interpolation Methods for Modelling Human Body Motion", International Conference on Analysis and Its Applications (ICAA), Kirsehir, Turkey, 2016.
11. Safak, A. B., **Bostanci, E.**, Soylicicek, A. E., "Automated Maze Generation for Ms. Pac-Man using Genetic Algorithms", International Conference on Computer and Information Technology (ICCIT), Istanbul, Turkey, 2016.
12. Soylicicek, A. E., **Bostanci, E.**, Safak, A. B., "A Fuzzy Logic based Attack Strategy Design for Enemy Drones in Meteor Escape Game", International Conference on Computer and Information Technology (ICCIT), Istanbul, Turkey, 2016.
13. Dogan, I., **Bostanci, E.**, "Analysing Performances of Dynamic Routing Protocols on various Network Topologies", International Conference on Computer and Information Technology (ICCIT), Istanbul, Turkey, 2016.
14. **Bostanci, E.**, Unal, M., "Making Visits to Museums More Fun with Augmented Reality using Kinect, Drones and Games", The International Conference on Circuits, Systems, Signal Processing, Communications and Computers, Vienna, Austria, 2016.
15. **Bostanci, E.**, "Crime Scene Investigation in 3D Using Video Frames", International Symposium on Digital Forensic Science, pp. 8-13, Ankara, Turkey, 2015. Received best paper award.
16. **Bostanci, E.**, "A DFA Approach for Motion Model Selection in Sensor Fusion," Proceedings of the 2014 International Conference on Neural Networks - Fuzzy Systems, pp. 53-57, Venice, Italy, 2014.
17. **Bostanci, E.**, Kanwal, N., Clark, A. F., "Kinect Derived Augmentation of the Real World for Cultural Heritage," Proceedings of UKSIM'13, pp. 117-122, Cambridge, UK, 2013.
18. Kanwal, N., **Bostanci, E.**, Clark, A. F., "Kinect Aided Navigation System for Visually Impaired People," Proceedings of the Workshop on Recognition and Action for Scene Understanding (REACTS 2013), York, UK, 30-31 August 2013.
19. Bostanci, B., **Bostanci, E.**, "An Evaluation of Classification Algorithms Using McNemar's Test", 7<sup>th</sup> International Conference on Bio-Inspired Computing: Theories and Applications (BIC-TA'12), Advances in Intelligent Systems and Computing 201, pp.15-26, Springer, India, 2013.



20. **Bostanci, E.**, Kanwal, N., Clark, A. F., "Extracting Planar Features From Kinect Sensor", Computer Science and Electronic Engineering Conference (CEEC'12), pp.111-116, University of Essex, 2012.
21. **Bostanci, E.**, Clark A. F., Kanwal, N., "Vision-based User Tracking for Outdoor Augmented Reality", 17th IEEE Symposium on Computers and Communication (ISCC'12), pp.566-568, Cappadocia, Turkey, 2012.
22. **Bostanci, E.**, Kanwal, N., Clark, A. F., "Feature Coverage for Better Homography Estimation: An Application to Image Stitching", International Conference on Systems, Signals and Image Processing (IWSSIP'12), Vienna, 2012.
23. **Bostanci E.**, Clark A. F., "Living the Past in the Future", 2nd International Workshop on Creative Science, pp.167-172, Nottingham, UK, 2011. \*Received Intel's free registration prize after being selected among other submissions.
24. Kanwal, N., Ehsan, S., **Bostanci, E.**, Clark, A. F., "Evaluating the Angular Sensitivity of Corner Detectors", 4th IEEE International Conference on Virtual Environments, Human-Computer Interfaces, and Measurement Systems (VECIMS), pp.1-4, Canada, 2011.
25. Kanwal, N., Ehsan, S., **Bostanci, E.**, Clark, A. F., "A statistical Approach for Comparing the Performances of Corner Detectors", IEEE Pacific Rim Conference on Communications, Computers and Signal Processing, pp.321-326, Canada, 2011.
26. **Bostanci E.**, Bostanci B., "A Novel Method for Object Localization-Application to Cell Localization", International Conference on Machine Learning and Computing (ICMLC'11), pp.120-122, Singapore, 2011.
27. **Bostanci E.**, Kanwal N., Ehsan S., Clark A.F., "Tracking Methods for Augmented Reality", International Conference on Machine Vision (ICMV'10), pp.425-429, IEEE, Hong Kong, 2010.
28. Ehsan S., Kanwal N., **Bostanci E.**, Clark A.F., McDonald-Maier K. "Analysis of Interest Point Distribution in SURF Octaves", International Conference on Machine Vision (ICMV'10), pp.411-415, IEEE, Hong Kong, 2010.
29. Koyuncu B., **Bostanci E.**, "A Scenario Based Virtual Military Sandbox Implementation Using Web Services", Proceedings of the International Conference on Advanced Computer Control (ICACC'09), pp.767-771, IEEE, Singapore, 2009.
30. Koyuncu B., **Bostanci E.**, "Using Lanchester Combat Models to Aid Battlefield Visualization", International Conference on Computer Science and Information Technology (ICCSIT'09), pp.290-292, IEEE, China, 2009.
31. Koyuncu B., **Bostanci E.**, "Using Web Services to Support Battlefield Visualization and Tactical Decision Making", International Conference on Computer Modelling and Simulation (CSSIM'09), pp. 138-141, IEEE, Czech Republic, 2009.

32. Koyuncu B., **Bostanci E.**, "Virtual Reconstruction of an Ancient Site: Ephesus", Proceedings of the XI<sup>th</sup> Symposium on Mediterranean Archaeology, pp.233-236, Archaeopress, UK, 2007.
33. Koyuncu B., **Bostanci E.**, "Terrain Visualization Using TerraGen, 3D Studio Max and OpenGL", pp.205-209, Proceedings of the International Joint Seminar in Engineering (IJSE'08), Indonesia, 2008.

#### **National Refereed Conference and Symposium Proceedings**

1. Halici, E., **Bostanci, E.**, "Modelling Human Body Motion using Lagrange Interpolation", 24. IEEE Sinyal İşleme ve İletişim Uygulamaları Kurultayı (SIU), Zonguldak, Turkey, 2016.
2. Akbiyik, H., Yavuz D., **Bostanci, E.**, "Intelligent Drone Navigation for Search and Rescue Operations ", 24. IEEE Sinyal İşleme ve İletişim Uygulamaları Kurultayı (SIU), Zonguldak, Turkey, 2016.
3. **Bostanci E.**, "Medical Wearable Technologies: Applications, Problems and Solutions", TIPTEKNO'15, Muğla, Turkey, 2015.
4. **Bostanci E.**, "Kurumsal Ağ Günceleri", 3. Mühendislik ve Teknoloji Sempozyumu, Ankara, Turkey, 2010.
5. **Bostanci E.**, "Gerçek Zamanlı Arttırılmış Gerçeklik Uygulamaları için Unsur Çıkarım Yöntemlerinin Karşılaştırılması", İleri Teknolojiler Çalıştayı ve Sergisi (İTÇ'10), Kocaeli, Turkey, 2010.

#### **Peer-review Activities**

1. IEEE Transactions on Human-Machine Systems, 2017.
2. Imaging Science Journal, 2017.
3. IEEE Transactions on Multimedia, 2017.
4. Proceedings of the Pakistan Academy of Sciences, 2017.
5. Turkish Journal of Electrical Engineering and Computer Sciences, 2016.
6. 16<sup>th</sup> International Conference on Hybrid Intelligent Systems, 2016.
7. 6<sup>th</sup> World Congress on Information and Communication Technologies (WICT), 2016.
8. International Conference on Computer and Information Technology (ICCIT), 2016.
9. IEEE Transactions on Human-Machine Systems, 2015.
10. Pakistan Journal of Science, 2015.
11. Engineering, Technology and Applied Science Research, 2015.
12. IEEE Transactions on Systems, Man and Cybernetics, 2013.
13. IEEE Business Engineering and Industrial Applications Colloquium (BEIAC'13), 2013.
14. Turkish Journal of Electrical Engineering and Computer Sciences, 2012.
15. The Journal of Defense Modelling and Simulation, 2012.
16. Computer Science and Electronic Engineering Conference (CEEC'12), UK, 2012.

17. Bio-Inspired Computing: Theories and Applications (BIC-TA'12), 2012.
18. International Conference on Computational Intelligence and Communication Networks (CICN'12), 2012.
19. IEEE International Conference on Communication Systems and Network Technologies (CSNT'12), 2012.
20. World Congress on Information and Communication Technologies (WICT'12), 2012.
21. International Conference on Soft Computing for Problem Solving, (SoCProS'11), 2011.
22. 3rd International Conference on Mechanical and Electrical Technology, (ICMET'11), 2011.
23. ESTRO (Essex Student Research Online) Journal, 2011.
24. International Journal of Computer Engineering Research, 2011.
25. International Conference on Machine Learning and Computation (ICMLC'11), 2011.
26. International Conference on Computational Intelligence and Communication Networks (CICN'11), 2011.
27. IEEE International Conference on Communication Systems and Network Technologies (CSNT'11), 2011.
28. World Congress on Information and Communication Technologies, (WICT'11), 2011.