EGE HOSGUNGOR

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EXPERIENCE

Senior Data Scientist   **Ocado Technology**   2022 – Present
- ❖ Leading Crash Detection Project - A Computer Vision System where we create object detection models specialized on bots and use them in real time on our bots
- ❖ Led Wireless Signal Forecasting Project as a Technical Lead: utilized machine learning and unique signal data from our bots to forecast wireless network coverage and foresee complications beforehand in our warehouse designs, reduced risk of losing millions of $ per CFC.
- ❖ From Accelerometer to 3D Printing Data working projects to improve Ocado's robotic operations.

Reinforcement Learning Engineer **Dcipher Analytics**   2020 – 2022
- ❖ Implemented RL algorithms / environments for NLP domain: Automated Sentiment Analysis on stock markets **Gym, TF, Ray and GCP.**
- ❖ Led an end-to-end multi class, multilabel machine learning project for Avalanche Risk Prediction funded by TUBITAK.

Software Engineer   ***KARMA Lab Immersive Technologies***   2018 – 2019
- ❖ Coordinated KARMA Lab's 3 VR/AR/MR projects: KU-TWIN, Isles of Emotion, Psychosis
- ❖ Led a group of 15 people from different backgrounds including professionals, PhDs, and grad students.
- ❖ Worked on creating a simulation/ **"Digital Twin"** of campus for VR by utilizing **photogrammetry** techniques and Unity.

EDUCATION

MSc Advanced Computer Science **University of Sussex**   2019 – 2020
- ❖ Dissertation: "Pandemic Simulation with Reinforcement Learning"
- ❖ Area Courses: Machine Learning/ Engineering Reliable and Scalable Project / E-Commerce Systems
- ❖ **Distinction, First Class Honor (4.0 GPA)**

BSc Mechanical Engineering   **Koç University**   2014 – 2019
- ❖ Senior Project: "A Haptic Feedback Glove for Virtual Reality" **Best Engineering Project Award.**
- ❖ Area Courses: Rocket Propulsion / Finite Element Analysis /Corporate Dynamics for Engineers

PROJECTS

- ❖ SMSBOTU - SaaS product that brings internet access via SMS for the people who don't have reliable internet connection but still in the GSM coverage. Currently 300+ users and monthly 20 beta testers. **(Langchain, OpenAI API, Fastapi, GCP Cloud Run, Firebase, Nextjs, Tailwind)**

- ❖ Competed in 5 different Kaggle Competitions (details can be found in my portfolio). (**Numpy, Pandas, Sklearn, XgBoost, LightGBM, Keras, Torch, Tensorflow Matplotlib, Seaborn**)

- ❖ Academic Article Classification (NLP Project) **(Tensorflow, Fasttext, Bert, Bart, Glove, Transformers, Huggingface)**

- ❖ Pandemic Simulation with Deep Reinforcement Learning. Training agents in a real-time pandemic outbreak to measure the success rate of survival strategies by using RL techniques. Showcased in Unity's Webpage. (**TF-Agents, Gym, TensorFlow, AWS EC2, Unity**)

- ❖ A Vibrotactile Hand Interface for VR was the final year awarded as the **Best Engineering Project Class of 2018-2019 Award**. It was presented in the biggest VR event of Europe **VRDays Exhibition** in Amsterdam afterwards. (**Computer Vision, Hand-Tracking, Arduino, C, 3D printing, Hardware Design)**

Work Eligibility**:** Eligible to work in the UK and Turkey.