

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.