Aydin Gokce

aydingokce.com
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EDUCATION

VIRGINIA TECH
BS in Computer Science
Graduating age 19
May 2023 | Blacksburg, VA

LINKS

Github:// **aydingokce**
LinkedIn:// **Aydin Gokce**
YouTube:// **AydinGokce9000**
Twitter:// **@aydinwastaken**
Personal:// **aydingokce.com**

SKILLS

PROGRAMMING
Expert:
Java • Shell • Python • Javascript • C • Jupyter
Familiar:
MySQL • MATLAB • C++

ROBOTICS
Controls • Residual Learning • ROS • PyBullet • CAD • Computer Vision • SLAM • Soldering • Pneumatics • Integrated Circuits • UAVs • Communication (CAN, I2C, SSI, EtherCAT, MavLink)

MACHINE LEARNING/AI
PyTorch • SKLearn • WandB • Matplotlib • ConvNets • Reinforcement Learning • CUDA Kernels • Numpy • Pandas

WEB DEVELOPMENT
React • Nodejs • Docker • AWS • Heroku • Firebase • SQL Databases

HOBBIES

- martial arts tricking
- wearable robotics
- quadcopter racing

MITRE | AI Robotics Intern
May 2022 – Aug 2022 | San Diego, CA

- Built path-planning AI pipeline on cutting-edge sensor hardware for autonomous vehicles.
- Set a new baseline (82 Dice score) for event-based path segmentation.
- Discovered a critical vulnerability in the team's adversarial ML training pipeline.

FURTRIEVE | AI Engineering Intern
May 2021 – Aug 2021 | Fishers, IN

- Curated a dataset with over 100GB of video training data.
- Built a successful AI pipeline for predicting dog sickness from video recordings.

IBIONICS LABORATORY | UAV Engineering Intern
May 2018 – Aug 2018 | Raleigh, NC

- Developed an API to control a quadcopter using a state-of-the-art textile interface.
- Built a ROS-based communication network between quadcopter and ground control.
- Demonstrated practical application of the sensor to control quadcopters.

RESEARCH

TERRESTRIAL ROBOTICS ENGINEERING CONTROLS LAB | Researcher
Jul 2022 – Present | Blacksburg, VA
Used reinforcement learning to learn control policies for humanoid robots. Built an AI trajectory controller to maintain under 2% error for the world's most lightweight and affordable humanoid robot.

JOHNS HOPKINS UNIVERSITY | Researcher
Aug 2021 – May 2022 | Remote
Leveraged cutting-edge AI to build a telehealth diagnosis tool for Parkinson's Disease, building an AI with 98% classification accuracy on tremor severity.

PROJECTS

AI TEACHER ASSISTANT | 2022
Built a web app to answer student questions by compressing course resources into GPT-3. It was used 1000 times by my classmates under a week after it was launched.

UNOSA.XYZ | 2022
Led a team of 6 to build and scale the world's most dynamic fractional web3 platform. Leverages ERC-1155 contracts to store data on-chain, integrated into a powerful web app built on React.js and Node.js. Unosa.xyz.

CEREBELLIA | 2022
Engineered the world's first continuous tremor analysis tool that uses AI to improve symptoms, mentioned in TechCrunch. Cerebellia.com

FIRST ROBOTICS COMPETITION | Team CTO | 2019
Led the engineering on team 6543's FRC robot sponsored by NASA and NVIDIA.

- 1st/39 teams in Oxon Hill district tournament
- 2nd/38 teams in Haymarket district tournament