EGE HOSGUNGOR

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Passionate AI Research Engineer with Lifelong Learning Commitment

EXPERIENCE

Data Scientist **Ocado Technology** Jan 2022 – Present
- ❖ Building state-of-the-art engineering systems for Ocado's robotic operations.

Data Scientist & RL Engineer **Dcipher Analytics** Jan 2021 – Dec 2021
- ❖ Developed RL environments for Stock Market Analysis using **Gym, TF, Ray and GCP**

Data Scientist *Macerita* March 2020 – Jan 2021
- ❖ Led an end-to-end multi class, multilabel machine learning project for Avalanche Risk Prediction funded by TUBITAK.
- ❖ Achieved **87% prediction accuracy** for high and medium levels of avalanche risks in Aladaglar, Turkey

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

EDUCATION

MSc Advanced Computer Science **University of Sussex** Sep 2019 – Oct 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** Sep 2014 – June 2019
- ❖ Senior Project: "A Haptic Feedback Glove for Virtual Reality" - Received A+ and **Best Senior Project Award.**
- ❖ Area Courses: Rocket Propulsion / Finite Elements Analysis /Machine Design /Corporate Dynamics for Engineers

PROJECTS

- ❖ Developed an autonomous trading framework using reinforcement learning techniques and trading best practices to maximize profits in the **stock market** and other financial instruments.(**Ray, Tune, Gym, Torch, Tensorflow,Stable-Baselines, GCP**)

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

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