

# FURKAN EGE HOSGUNGOR

Email: [hsgngr@gmail.com](mailto:hsgngr@gmail.com) GitHub: <https://github.com/Hsgngr>

Portfolio: <https://hsgngr.github.io/hosgungor/> LinkedIn: <https://www.linkedin.com/in/hosgungor/>

Tel: +44 730 722 66 25 /Address: 17 Villiers Gardens E20 1GW, London, UK

An Ambitious Life-Long AI Learner

## EDUCATION

University of Sussex	MSc Advanced Computer Science	Sep 2019 – Oct 2020
<ul style="list-style-type: none"><li>❖ <a href="#">Pandemic Simulation with Reinforcement Learning</a>, dissertation project for master's degree</li><li>❖ Area Courses: Machine Learning/ Engineering Reliable and Scalable Project / E-Business and E-Commerce Systems</li><li>❖ GPA: <b>Distinction 1:1</b></li></ul>		
Koç University	BSc Mechanical Engineering	Sep 2014 – June 2019
<ul style="list-style-type: none"><li>❖ Senior year project: A Haptic Feedback Glove for Virtual Reality. Got <b>A+ and Best Senior Project Award</b>.</li><li>❖ Area Courses: Rocket Propulsion / Finite Elements Analysis /Machine Design /Corporate Dynamics for Engineers</li></ul>		

## EXPERIENCE

Data Scientist & RL Engineer	Dcipher Analytics	Jan 2021 – Present
<ul style="list-style-type: none"><li>❖ Building Reinforcement Learning Environments for Stock Market with <b>Gym, TF, Torch and Ray</b></li><li>❖ Creating end-to-end <b>NLP</b> solutions in Finance Sector</li><li>❖ Using <b>Transformers</b> for Sentiment Analysis, training them in <b>GCP</b>.</li><li>❖ <b>Time Series Analysis</b> for Price Data</li></ul>		
Data Scientist	Macerita	Sep 2019 – Jan 2021
<ul style="list-style-type: none"><li>❖ A multiclass multilabel classification Avalanche Risk Prediction model which is funded by TUBITAK</li><li>❖ Achieved <b>87% accuracy</b> for high and medium levels of avalanche risks in the Region of Aladaglar, Turkey</li></ul>		
Lead Software Engineer	KARMA Lab Immersive Technologies	Jan 2019 – Sep 2019
<ul style="list-style-type: none"><li>❖ Coordinated KARMA Lab's <a href="#">3 VR/AR/MR projects</a>: KU-TWIN, Isles of Emotion, Psychosis</li><li>❖ Challenged by a group of 15 people from different backgrounds including professionals, PhDs and grad students.</li><li>❖ Gained expertise at creating projects with <b>Arduino, Leap Motion</b> and <b>Infrared Cameras</b> for <b>Computer Vision</b></li></ul>		
Software Engineer	KUAR Research Center for Creative Industries	Oct 2018 – Sep 2019
<ul style="list-style-type: none"><li>❖ Achieved to create a "<b>Digital Twin</b>" of campus for VR by utilizing <b>photogrammetry</b> techniques and Unity.</li><li>❖ Obtained a deep care about developing, releasing and maintaining <b>high quality code</b>.</li><li>❖ Learned the importance of version control with <b>large-scale simulations up to 1TB</b>.</li></ul>		

## PROJECTS

- ❖ An Autonomous AI model which utilizes reinforcement learning techniques and best practices of traders to maximize profits gained from the **stock market** and other financial instruments (currently in progress) (**Ray, Tune, Torch, Gym, Stable-Baselines, Google Cloud Platform** and loads of **NLP libraries**)
- ❖ 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. (**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. (**Arduino, C, Leap Motion, HTC Vive, 3D printing, Hardware Design, Computer Vision, Hand-Tracking**)

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