

EGE HOSGUNGOR

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An Ambitious Life-Long AI Learner & Research Engineer

EXPERIENCE

Data Scientist	Ocado Technology	Jan 2022 – Present
❖	Building state of art engineering systems for Ocado's robots.	
Data Scientist & RL Engineer	Dcipher Analytics	Jan 2021 – Dec 2022
❖	Building Reinforcement Learning Environments for Stock Market with Gym, TF, Torch, Ray, GCP .	
❖	Creating end-to-end NLP solutions and Time Series Analysis in Finance Sector	
Data Scientist	Macerita	March 2020 – Jan 2021
❖	An end-to-end multiclass multilabel ML project for Avalanche Risk Prediction which was funded by TUBITAK.	
❖	Achieved 87% accuracy for high and medium levels of avalanche risks predictions in regions of 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

University of Sussex	MSc Advanced Computer Science	Sep 2019 – Oct 2020
❖	Pandemic Simulation with Reinforcement Learning , dissertation project for master's degree	
❖	Area Courses: Machine Learning/ Engineering Reliable and Scalable Project / E-Commerce Systems	
❖	Distinction, First Class Honor (4.0 GPA)	
Koç University	BSc Mechanical Engineering	Sep 2014 – June 2019
❖	Senior year project: A Haptic Feedback Glove for Virtual Reality. Got A+ and Best Senior Project Award .	
❖	Area Courses: Rocket Propulsion / Finite Elements Analysis /Machine Design /Corporate Dynamics for Engineers	

PROJECTS

- ❖ An Autonomous trading framework which utilizes reinforcement learning techniques and best practices of traders to maximize profits in **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.