FURKAN EGE HOSGUNGOR

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An Ambitious Life-Long AI Learner & Research Engineer

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-Business and E-Commerce Systems
- GPA: **Distinction 1:1**

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

EXPERIENCE

Data Scientist & RL Engineer Dcipher Analytics Jan 2021 – Present

- Building Reinforcement Learning Environments for Stock Market with **Gym, TF, Torch and Ray**
- Creating end-to-end **NLP** solutions in Finance Sector
- Using **Transformers** for Sentiment Analysis, training them in **GCP**.
- **Time Series Analysis** for Price Data

Data Scientist *Macerita* March 2020 – Jan 2021

- A multiclass multilabel classification Avalanche Risk Prediction model which is funded by TUBITAK
- Achieved **87% accuracy** for high and medium levels of avalanche risks in the Region of Aladaglar, Turkey

Lead Software Engineer *KARMA Lab Immersive Technologies* Jan 2019 – 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.
- Gained expertise at creating projects with **Arduino**, **Leap Motion** and **Infrared Cameras** for **Computer Vision**

Software Engineer *KUAR Research Center for Creative Industries* Oct 2018 – Sep 2019

- Achieved to create a **"Digital Twin"** of campus for VR by utilizing **photogrammetry** techniques and Unity.
- Obtained a deep care about developing, releasing and maintaining **high quality code**.
- Learned the importance of version control with **large-scale simulations up to 1TB**.

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 libaries)**

- 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.