

EGE HOSGUNGOR

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Passionate AI Research Engineer with Lifelong Learning Commitment

EXPERIENCE

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| Senior Data Scientist | Ocado Technology | Jan 2022 – Present |
| <ul style="list-style-type: none">❖ Building state-of-the-art ML systems for Ocado's robotic operations.❖ Responsible for 3 finished projects from 3 different engineering disciplines: Wireless System, Controlling and 3D Printing for Ocado's bots. | | |
| Data Scientist & RL Engineer | Dcipher Analytics | March 2020 – Dec 2021 |
| <ul style="list-style-type: none">❖ Developed RL environments for Stock Market Analysis using Gym, TF, Ray and GCP❖ 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 |
| <ul style="list-style-type: none">❖ Coordinated KARMA Lab's 3 VR/AR/MR projects: KU-TWIN, Isles of Emotion, Psychosis❖ Led 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

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| MSc Advanced Computer Science | University of Sussex | Sep 2019 – Oct 2020 |
| <ul style="list-style-type: none">❖ 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 |
| <ul style="list-style-type: none">❖ Senior Project: "A Haptic Feedback Glove for Virtual Reality" Best Engineering Project Award.❖ Area Courses: Rocket Propulsion / Finite Element Analysis /Corporate Dynamics for Engineers | | |

PROJECTS

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- ❖ [SMSBOTU](#) - SaaS product that brings internet access via SMS for the people who don't have reliable internet connection but still in the GSM coverage. Currently 300+ users and monthly 20 beta testers. (**Langchain, OpenAI API, Fastapi, GCP Cloud Run, Firebase, Nextjs, Tailwind**)
 - ❖ 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 the final year awarded as the **Best Engineering Project Class of 2018-2019 Award**. It was presented in the biggest VR event of Europe **VRDays Exhibition** in Amsterdam afterwards. (**Computer Vision, Hand-Tracking, Arduino, C, 3D printing, Hardware Design**)

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