

FURKAN EGE HOSGUNGOR

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Highly motivated life-long learner ai enthusiast. Graduated from Master of Science Degree in Advanced Computer Science at the University of Sussex in September 2020. Currently focusing on edge of technologies in AI. Actively seeking work as Machine Learning Engineer, Data Scientist, Data Analyst

EDUCATION

University of Sussex **MSc Advanced Computer Science** **Sep 2019 – Sep 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
- ❖ Expected GPA: Distinction 1:1

Koç University **BS Mechanical Engineering** **Sep 2014 – June 2019**

- ❖ Senior year project, the 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
- ❖ Several research experience in Immersive, Design, Automation and Manufacturing, Optics, Nanotechnology labs.

EXPERIENCE

Project Lead Developer **KARMA Lab Immersive Technologies** **Jan 2019 – Jun 2019**

- ❖ Obtained team leading experience including professionals, post grads and grad students.
- ❖ Gained proficiency creating projects with Arduino, Leap Motion and Infrared Cameras
- ❖ Supervised the KARMA Lab's several VR/AR/MR projects

Unity Developer **KUAR Research Center for Creative Industries** **Oct 2018 – Jun 2019**

- ❖ Created a "Digital Twin" of campus for VR by utilizing photogrammetry techniques, Modelling and Unity.
- ❖ Managed a team which includes architects, product designers and software developers.
- ❖ Obtained a deep care about developing, releasing and maintaining high quality code.
- ❖ Learned to use version control Git with large-scale simulations up to 1TB.

Summer Intern **BSH Hausgeräte** **Aug 2018 – Sep 2018**

- ❖ Worked in Cooling Systems-Functional Development & Testing R&D Center of Refrigeration
- ❖ Diagnosed possible optimizable manufacturing process of refrigerators.

Summer Intern **Ford Otosan** **Aug 2017 – Sep 2017**

- ❖ Worked in "Engine and Power Train Manufacturing" Department R&D.
- ❖ Contributed to development of "One Piston Cylinder Motor".

Undergrad Research Assistant **Manufacturing and Automation Research Center** **Oct 2016 – Nov 2017**

- ❖ Created a PID controller for Inverted Pendulum with MATLAB Simulink
- ❖ Reverse engineered a Hexacopter drone and modelled on Siemens NX

PROJECTS

- ❖ A Deep Recurrent Neural Network (RNN) Model for predicting the effect of COVID-19 on Stock Market prices, ongoing classification project with a team of finance and economics postgrads.
- ❖ [Pandemic Simulation with Reinforcement Learning](#). The project is about training agents to make them learn survival strategies in an epidemic outbreak such as social distancing and self-quarantine. TensorFlow is used as backend and trainings are done on cloud using AWS EC2 instance. The Unity added the project to their showcase and the project will be public soon. Moreover, the thesis is planned to publish after Oct 2020.
- ❖ [A Binary Image Classification Machine Learning Project](#) in Postgraduate Machine Learning Module. A RandomForestClassifier model is chosen and implemented with Python using Sklearn. Finished at the top of the leaderboard with 82% accuracy in the test-set.
- ❖ [A Cross Platform Multi-User Real Estate Application](#) is created using React Native and JavaScript. The MongoDB is used as database, Firebase used for Authentication and the REST API is implemented with Express.js in Node.js.
- ❖ [A Vibrotactile Hand Interface for VR](#) was final year project of bachelor's degree. The project aimed to create sense of reality by giving vibrotactile feedback to hand. The hardware has been created using Arduino, Leap Motion and HTC VIVE and software has been created with C# in Unity. The project got Best Engineering Project Class of 2018-2019 Award and it is presented in VRDays Exhibition on Amsterdam afterwards.

ADDITIONAL INFORMATION

Programming Languages: Python, C#, Java, MATLAB, C, SQL

Data Science Frameworks and Libraries: NumPy, Pandas, Matplotlib, SciPy, SkLearn, TensorFlow

Others: Linux, Git, AWS, MongoDB, GCP, Firebase, Unity Engine, React Native

Interests: Physical Theatre Performer, Swing Dancer, Mountaineering enthusiast, VR Experience Creator

Work Eligibility: Eligible to work in the UK and Turkey