

FURKAN EGE HOSGUNGOR

Email: 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

EDUCATION

University of Sussex	MSc Advanced Computer Science	Sep 2019 – Oct 2020
<ul style="list-style-type: none">❖ 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
<ul style="list-style-type: none">❖ 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 & ML Engineer	Dcipher Analytics	Jan 2021 – Present
<ul style="list-style-type: none">❖ Producing end-to-end NLP models for sentiment analysis of social media in Finance Sector❖ Creating Time-Series Analysis Features for Dcipher Analytics Software		
Data Scientist	Macerita	March 2020 – Jan 2021
<ul style="list-style-type: none">❖ An Avalanche Risk Prediction Model which is funded by the Scientific and Technological Research Council of Turkey.❖ Created a multiclass classification model with TensorFlow, Python and 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 – Jun 2019
<ul style="list-style-type: none">❖ 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 – Jun 2019
<ul style="list-style-type: none">❖ 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.		
Data Science Intern	BSH Hausgeräte	July 2018 – Sep 2018
<ul style="list-style-type: none">❖ Focused on creating a performance report at Cooling Systems-Functional R&D Center of Refrigeration Department❖ Achieved 5%-time efficiency by optimizing the manufacturing process of refrigerators cover hinges.		
Summer Intern	Ford Otosan	May 2017 – Sep 2017
<ul style="list-style-type: none">❖ Worked in "Engine and Power Train Manufacturing" Department R&D in İnönü Truck Factory.❖ Reverse engineered the competitors' truck engines and compared the results with Ford Ecotorq Truck Engine.		

PROJECTS

- ❖ [Academic Article Classification \(NLP Project\)](#) The goal of the project was to correctly classify academic article's label as "Chemistry" or "Material Science" by their title and abstract. (**Tensorflow, Fasttext, Bert, Glove**)
- ❖ [Pandemic Simulation with Deep 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, AWS EC2, Unity**)
- ❖ [Fraud Detection Challenge](#) The goal of the project was to correctly classify customer's label as "fraudulent" or not. (**Lgbm, RandomForest, Xgboost**)
- ❖ [A Binary Image Classification Project](#) in Postgraduate Machine Learning Module. Imbalance, unlabeled data, domain adaptation and confidence annotations were some of the challenges that have been faced. **Finished at the top** of the leaderboard with 82% accuracy. (**Python, Sklearn, Pandas, Numpy, Dask**)
- ❖ [A Vibrotactile Hand Interface for VR](#) was final year project of bachelor's degree and got 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**)

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