

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

An Ambitious Life-Long AI Learner & Research Engineer

EDUCATION

University of Sussex **MSc Advanced Computer Science** Sep 2019 – Oct 2020

- ❖ 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)**

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

- ❖ Senior year project: A Haptic Feedback Glove for Virtual Reality. Got **Best Engineering Project Class of 2018-2019**.
- ❖ 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, 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

Project Lead 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.

Software Engineer

- ❖ Achieved to create a “**Digital Twin**” of campus for VR by utilizing **photogrammetry** techniques and Unity.
- ❖ Learned the importance of version control with **large-scale simulations up to 1TB**.

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.