

# EGE HOSGUNGOR

Senior Robotics Data Scientist

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## EXPERIENCE

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| Senior Robotics Data Scientist   | <b>Ocado Technology</b>                 | 2022 - Present |
| <ul style="list-style-type: none"><li>• Building Data-Driven and Model-Driven Systems to improve Ocado's operations of bots.</li><li>• Led Crash Detection System - A Hybrid System where we utilize <b>Computer Vision</b> and accelerometer <b>time series</b> data to detect bot crashes. <b>Object detection</b> and <b>object pose estimation</b> models are used.</li><li>• Led Wireless Signal <b>Forecasting</b> where we utilized <b>traditional machine learning techniques</b> with unique signal data from our bots to forecast wireless network coverage and foresee complications beforehand in our warehouse designs, reducing risk of losing millions of \$ per CFC.</li><li>• Designed and run <b>research experiments</b> for developing an iterating on new techniques</li><li>• <b>Causal Inference</b> on Software Release Strategies with <b>A/B Testing</b> Experiments</li></ul> |   |                |
| Reinforcement Learning Engineer  | <b>Dcipher Analytics</b>                | 2020 – 2022    |
| <ul style="list-style-type: none"><li>• Implemented RL algorithms / environments for NLP domain: Sentiment Analysis on stock markets <b>Gym, TF, Ray and GCP</b>.</li><li>• Led an end-to-end multi class, multilabel machine learning project for Avalanche Risk Prediction funded by TUBITAK.</li></ul>  |   |                |
| Software Engineer  | <b>KARMA Lab Immersive Technologies</b> | 2018 – 2019    |
| <ul style="list-style-type: none"><li>• Coordinated KARMA Lab's <a href="#">3 VR/AR/MR projects</a>: KU-TWIN, Isles of Emotion, Psychosis</li><li>• Led a group of 15 people from different backgrounds including professionals, PhDs, and grad students.</li><li>• Worked on creating a simulation/ <b>"Digital Twin"</b> of campus for VR by utilizing <b>photogrammetry</b> techniques and Unity.</li></ul>   |   |                |

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## EDUCATION

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| MSc Advanced Computer Science  | <b>University of Sussex</b> | 2019 – 2020 |
| <ul style="list-style-type: none"><li>• Dissertation: "<a href="#">Pandemic Simulation with Reinforcement Learning</a>"</li><li>• Area Courses: Machine Learning/ Engineering Reliable and Scalable Project / E-Commerce Systems</li><li>• <b>Distinction, First Class Honor (4.0 GPA)</b></li></ul> |                             |             |
| BSc Mechanical Engineering   | <b>Koç University</b>       | 2014 – 2019 |
| <ul style="list-style-type: none"><li>• Senior Project: "A Haptic Feedback Glove for Virtual Reality" <b>Best Engineering Project Award</b>.</li><li>• Area Courses: Rocket Propulsion / Finite Element Analysis /Corporate Dynamics for Engineers</li></ul>   |                             |             |

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## PROJECTS

- [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 \(NLP Project\)](#)
- [Pandemic Simulation with Deep Reinforcement Learning](#) Training RL agents in a continuous action space and continuous state space pandemic outbreak simulation to measure the success rate of social distancing strategies by using RL techniques. The environment had a 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.