EGE HOSGUNGOR

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*An Ambitious Life-Long AI Learner & Research Engineer*

# EXPERIENCE

Data Scientist **Ocado Technology** Jan 2022 – Present

* Building state of art engineering systems for Ocado’s robots.

Data Scientist & RL Engineer **Dcipher Analytics** Jan 2021 – Dec 2022

* 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

Software Engineer ***KARMA Lab Immersive Technologies*** Oct 2018– Sep 2019

* Coordinated KARMA Lab’s [3 VR/AR/MR projects:](https://karma.ku.edu.tr/en/projects) KU-TWIN, Isles of Emotion, Psychosis
* Challenged by 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

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

* [Pandemic Simulation with Reinforcement Learning,](https://github.com/Hsgngr/Pandemic_Simulation) dissertation project for master’s degree
* 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 **A+ and Best Senior Project Award**.
* Area Courses: Rocket Propulsion / Finite Elements Analysis /Machine Design /Corporate Dynamics for Engineers

# 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](https://hsgngr.github.io/hosgungor/#projects) (details can be found in my portfolio).

### (Numpy, Pandas, Sklearn, XgBoost, LightGBM, Keras, Torch, Tensorflow Matplotlib, Seaborn)

* [Academic Article Classification (NLP Project)](https://hsgngr.github.io/hosgungor/papers/REPORT.pdf)

### (Tensorflow, Fasttext, Bert, Bart, Glove, Transformers, Huggingface)

* [Pandemic Simulation with Deep Reinforcement Learning.](https://github.com/Hsgngr/Pandemic_Simulation) 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](https://eng.ku.edu.tr/en/news/college-engineering2018-2019senior-design-projects/) 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.