EGE HOSGUNGOR

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*Passionate AI Research Engineer with Lifelong Learning Commitment*

**EXPERIENCE**

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

* Building state-of-the-art engineering systems for Ocado’s robotic operations.

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

* Developed RL environments for Stock Market Analysis using **Gym, TF, Ray and GCP**

## Data Scientist ***Macerita*** March 2020 – Jan 2021

* Led an end-to-end multi class, multilabel machine learning project for Avalanche Risk Prediction funded by TUBITAK.
* Achieved **87% prediction accuracy** for high and medium levels of avalanche risks in 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**

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

* Dissertation: "[Pandemic Simulation with Reinforcement Learning](https://github.com/Hsgngr/Pandemic_Simulation)"
* Area Courses: Machine Learning/ Engineering Reliable and Scalable Project / E-Commerce Systems

### Distinction, First Class Honor (4.0 GPA)

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

* Senior Project: "A Haptic Feedback Glove for Virtual Reality" - Received A+ and **Best Senior Project Award.**
* Area Courses: Rocket Propulsion / Finite Elements Analysis /Machine Design /Corporate Dynamics for Engineers

**PROJECTS**

* Developed an autonomous trading framework using reinforcement learning techniques and trading best practices to maximize profits in the **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/%23projects) (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.