EGE HOSGUNGOR

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# EXPERIENCE

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

* Leading Crash Detection Project - A Computer Vision System where we create object detection models specialized on bots and use them in real time on our bots
* Led Wireless Signal Forecasting Project as a Technical Lead: utilized machine learning and unique signal data from our bots to forecast wireless network coverage and foresee complications beforehand in our warehouse designs, reduced risk of losing millions of $ per CFC.
* From Accelerometer to 3D Printing Data working projects to improve Ocado's robotic operations.

Reinforcement Learning Engineer **Dcipher Analytics** 2020 – 2022

* Implemented RL algorithms / environments for NLP domain: Automated Sentiment Analysis on stock markets **Gym, TF, Ray and GCP.**
* Led an end-to-end multi class, multilabel machine learning project for Avalanche Risk Prediction funded

by TUBITAK.

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

* Coordinated KARMA Lab’s 3 VR/AR/MR projects: KU-TWIN, Isles of Emotion, Psychosis
* Led a group of 15 people from different backgrounds including professionals, PhDs, and grad students.
* Worked on creating a simulation/ **“Digital Twin”** of campus for VR by utilizing **photogrammetry**

techniques and Unity.

# EDUCATION

MSc Advanced Computer Science **University of Sussex** 2019 – 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)

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

* Senior Project: "A Haptic Feedback Glove for Virtual Reality" **Best Engineering Project Award.**
* Area Courses: Rocket Propulsion / Finite Element Analysis /Corporate Dynamics for Engineers

# 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](https://hosgungor.com/index.html#projects) (details can be found in my portfolio).

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

* [Academic Article Classification (NLP Project)](https://github.com/Hsgngr/dcipher-nlp-challenge/blob/master/REPORT.md)

## (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](https://youtu.be/UaCITyHXu8I) 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.