

Furkan Kilicaslan

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Education

- University of Southern California

M.S. Computer Science (Fulbright Scholar)

Los Angeles, CA

Expected May 2021

- Bahcesehir University

B.S. Computer Engineering

B.S. Genetics & Bioinformatics

Istanbul, Turkey

Completed June 2019

- Berlin Technical University (Exchange)

B.S. Computer Science

Berlin, Germany

Completed March 2019

- University of Hertfordshire (Exchange)

B.S. Computer Science

Hertfordshire, United Kingdom

Completed June 2017

Technical Skills

- Programming Languages:

C++, Python, Javascript, C#, Unix

- Web Technologies:

HTML, CSS, JS, React, Node.js, SQL, npm

- Tools:

Git, Visual Studio, Pandas, Keras, Scikit-Learn, Jupyter Notebook, Matplotlib, Unreal Engine, Unity, Photoshop, Blender, Substance

Honors & Awards

2019 – 2021 Fulbright Master's Scholar

2014 – 2019 Full Tuition Government Scholarship

Trivia

Got my bike crushed by a tank

Played 10.000+ hours of video games

Visited Chernobyl Nuclear Power Plant

Backpacked through Spain

Work Experience

- Data Science Intern at Anryze

Kyiv, Ukraine, July 2018 – August 2018

Researched denoising models, scripted various audio processing material and adapted a CNN based denoising model for the in-house speech to text module.

Projects

- Rungag Platformer Game

Designed, programmed and co-led a platformer game using Unity with a team of 5. It has been demonstrated on university publicity events. I programmed the character controls and animations.

- Customer Churn Analysis – Freelance

Analyzed anonymous customer data from a local business and implemented a KNN model to predict customer churn.

- Python Website Blocker

Programmed a simple website blocking agent.

- OpenCV Motion Detector

Implemented a motion detection program from live camera feed to detect any kind of motion using python and OpenCV. This application could be used for wildlife tracking.

Coursework

- TurkishFood-10 Food Classification Capstone

Curated a Turkish Food image dataset, implemented a deep learning model for that dataset with %94 val-accuracy using transfer learning with Food-101 project.

- Mobile Computing

Built a math-ed game for iOS using Swift and implemented a shopping app using jQuery Mobile

- Introduction to Data Mining

Implemented a Naïve Bayes model to classify Abalones based on body measurements. Used scikit-learn and jupyter notebook for the analysis.

- Artificial Intelligence

Implemented a classification model for kidney tissue using random forest classifiers and microarray chip data for gene expression.