



HÜSNÜ MURAT KOÇAK

Computer Scientist

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murathkocak@gmail.com

Date of Birth : 10.08.1996

B class driving licence

More information : kocaak.github.io

github.com/kocaak

hackerrank.com/kocaak

Languages

- Turkish - Native
- English - B2
- French - Basic

Programming Languages

- Python
- JavaScript
- C / C++
- Java 7/8
- PHP
- SQL

Skills

- Machine Learning
- Object Oriented Prog.
- Web Development
- Meta-Mining
- Deep Learning
- Databases

Software & Tools

- Tensorflow
- PostgreSQL
- Apache Server
- Ubuntu
- Qt & JavaFX
- Unreal Engine 4

Hobbies

- Guitar
- History
- Hackerrank
- Video Games
- Bachata
- Board Games

Education

2014 / 2020

Faculty of Engineering, Konya Technical University

Computer Engineering, Bachelor's Degree

GPA: 3.02 / 4

2010 / 2014

Etimesgut Anatolian High School

Mathematics

Experience

01.2020 - 04.2020 | Leuven - BELGIUM

Data Scientist

imec | www.imec-int.com

Research on classification and clustering of nanometric light distribution images from chip design in the field of photolithography and increase quality of OPC with GPU acceleration.

- Used:** Python, Tensorflow, Keras, Pandas, NumPy, Matplotlib | Ubuntu

07.2019 - 10.2019 | Nancy - FRANCE

Data Scientist

LORIA / INRIA Nancy Grand Est. | www.loria.fr

Research on the mining of complex metabolomic data, where particularly developed feature selection operations and the comparison of several classification and clustering methods for mining such numerical data.

- Used:** Python, Scikit-Learn, Pandas, NumPy, Matplotlib

09.2018 - 07.2019 | Konya - TURKEY

Junior Software / Machine Learning Engineer

Bay E Information & Consultant | www.bayebilisim.com

Development of machine learning project on web application about calculating rock stability, landslide probability and factor of safety with mining engineers.

- Used:** JavaScript, PHP, Python, WEKA, PostgreSQL, Bootstrap

01.2016 - 08.2016 | Ankara - TURKEY

Software Engineer Intern

KOMTAS Information Management | www.komtas.com

Development of libraries for accelerate data analytics progress and implementing back-end web application.

- Used:** Java, Spring, JavaScript, MySQL, Bootstrap

Personal Project

Graduate Project

Development of 3D Action-Role playing game and implementing AI enemies with blackboard behavior tree which has natural behavior sequences.

- Used:** Unreal Engine 4, C++

Reference

Dr. Amedeo Napoli

Head of R&D Team

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