



HÜSNÜ MURAT KOÇAK

Data Scientist

Address : 06794 1982.sok No:8/22 Ankara/Turkey

+90 553 868 0082 - +33 789 47 70 31

murathkocak@gmail.com

Date of Birth : 10.08.1996

B class driving licence

kocaak.github.io

gitbub.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
- Data Structures
- Database

Software & Tools

- Scikit-Learn
- PostgreSQL
- WEKA
- PyCharm
- Bootstrap
- Unreal Engine 4

Hobbies

- Guitar
- Middle Ages History
- Hacker Rank
- Video Games
- Salsa
- Board Games

Education

2014 / 2020

Faculty of Engineering, Konya Technical University

Computer Engineering, Bachelor's Degree

Current GPA: 2.8 / 4

2010 / 2014

Etimesgut Anatolian High School

Matemathics

Experience

07.2019 - 10.2019 | Nancy - FRANCE

Data Scientist Intern

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

Worked 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 Engineer / Data Scientist

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 Projects

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++

Data Mining Tool

Design of tool for data mining process with different algorithms.

- Used:** Java

Reference

Amedeo Napoli

Head of Orpailleur Team / INRIA

T. +33 3 83 59 20 68

E. amedeo.napoli@loria.fr

Erkan Ulker

Professor / Konya Tech. Univ.

T. +90 332 223 3718

E. eulker@ktun.edu.tr