

## Ulaş Sert

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EDUCATION	MSc. Computer Science and Engineering, <b>Koç University</b> , İstanbul Advisor: Prof. Deniz Yuret	September 2017 - December 2020 3.54 GPA
	Bachelor of Computer Science, <b>Bilkent University</b> , Ankara	September 2012 - June 2016 3.12 GPA
EXPERIENCE	Research Assistant <b>Koç University AI Lab.</b> , İstanbul	September 2017 - December 2020
	<ul style="list-style-type: none"><li>Researching topics relevant to current artificial intelligence technologies focused on Reinforcement Learning and Game Theory.</li><li>Other research experience includes: machine learning, deep learning and natural language processing.</li></ul>	
	Teaching Assistant <b>Koç University</b> , İstanbul	September 2017 - December 2020
	<ul style="list-style-type: none"><li>Providing assistance to the course instructors with problem session and exam conduction, grading and office hours for the students.</li></ul>	
	Teaching Assistant <b>Bilkent University</b> , Ankara	January 2016 - June 2016
	<ul style="list-style-type: none"><li>Provided assistance to the students to overcome difficulties of the lab work with lab oversight, topic explanation and light tutoring in the relevant topics.</li></ul>	
	Software Engineering Intern <b>VeriPark</b> , İzmir	August 2015
	<ul style="list-style-type: none"><li>Trained in Microsoft .NET technologies and developed an accounting web application aimed to simplify the approval and documenting process of the Accounting team for the company expenses.</li><li>Both training and development heavily focused on .NET MVC Framework and MsSQL technologies.</li></ul>	
	Software Engineering Intern <b>OBSS</b> , İstanbul	June 2015 - July 2015
	<ul style="list-style-type: none"><li>Developed and deployed a Human Resources focused web application to handle and ease the process of hiring and screening of the potential hires.</li><li>The application was primarily developed in Java with Spark framework, used LDAP and REST API for authentication and MongoDB for the primary database.</li></ul>	
	LITERATURE	Ulaş Sert. 2020. <i>Training a Bridge Bidding Agent using Minimal Feature Engineering and Deep Reinforcement Learning</i> . M.S Thesis. Koç University, İstanbul. ulassert.net/bridgebidding.pdf

Cemil Cengiz, Ulaş Sert, and Deniz Yuret. 2019. *KU\_ai at MEDIQA 2019: Domain-specific pre-training and transfer learning for medical NLI*. In Proceedings of the 18th BioNLP Workshop and Shared Task, pages 427-436, Florence, Italy. Association for Computational Linguistics.

## PROJECTS

*Deep Learning based Image Colorization* November 2018 - January 2019  
Machine Learning system that adds color data into black and white images.

- Collected supervision data and developed a CNN based supervised learning model using Python and Tensorflow.

*AlphaZero on Gomoku* February - May 2018  
Reinforcement Learning from scratch on the board game Gomoku

- Replication Study on the AlphaZero on a much simpler game than Go, using Julia and Knet.

*Kebap Tycoon - Bachelor Senior Project* September 2015 - June 2016  
Food establishment simulation game

- Designed architecture of the majority of the project and programmed more than a third of the project.
- Developed using Java with LibGDX game engine for the client side and MySQL and PHP for the server side.

*Intelligent Pacman* January 2016 - June 2016  
Classic Pacman game with a self-playing AI

- Developed a general game playing strategy using C# with potential to improve upon itself with genetic algorithms.

*Ensage* 2014 - 2015  
Automation Framework and Scripts for a popular action-strategy game

- Developed and maintained diverse libraries and scripts using Lua, C# and minimal C++ for an active user base.

## AWARDS

***Demonstration Award at the Bilkent CS Fair.*** 2016  
Awarded for Kebap Tycoon.

***2nd place at E-BİKO International IT Olympiad.*** 2010  
***2nd place at İzmir Region of TÜBİTAK High School Research Competition.***  
Awarded for Hardware designed to transfer files between storage devices.