

Ulaş Sert

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

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.

D-Trans 2009 - 2010
Hardware designed to transfer files between USB Drives and SD Cards

- Designed and developed the integrated software, complete with UI and back-end logic.
- 2nd place at İzmir Region of TÜBİTAK High School Students Research Projects Competition 2010.
- 2nd place at E-BİKO 2010 International IT Olympiad.