

UGUR CAN SADILI

AI-Augmented Full Stack Engineer | Rapid MVP Specialist · +48 515 909 342 · UHRCRU01@gmail.com · <https://www.linkedin.com/in/uhrclu/> · <https://uhrclu.github.io/> · <https://github.com/UHRCRU>

PROFESSIONAL SUMMARY

Computer Engineering graduate and AI Master's student specializing in Rapid Application Development and AI-Augmented Workflows. I bridge the gap between "idea" and "deployment" by leveraging LLMs (Cursor, Claude, GPT) to ship production-ready MVPs faster than traditional cycles. Fluent in English (C2) and technically versatile, combining strong engineering fundamentals with modern "Vibe Coding" techniques to build full-stack web apps, data pipelines, and interactive simulations.

TECHNICAL SKILLS

AI-Augmented Workflow: Rapid Prototyping (MVP), Prompt Engineering, Cursor/Windsurf IDE, RAG Pipelines, Local LLM Tuning (Llama 3, Mistral).

Languages: Python, TypeScript, JavaScript, C#, SQL.

Web Stack: React (Vite), Node.js, FastAPI, Tailwind CSS, Prisma (ORM), REST APIs.

Data & Cloud: AWS (EC2/IAM), Firebase, PostgreSQL, SQLite, Power BI, Pandas.

Game Engines: Unity, Godot (C# / GDScript).

Languages: English (C2 - Professional), Turkish (Native), German (B1 - Intermediate), Polish (A2 - Basic).

FEATURED PROJECT (MVP DEPLOYMENT)

Full-Stack E-Commerce Platform (AI-Accelerated) | React, Node.js, Prisma, Render

- **Goal:** Designed and shipped a production-ready commerce demo in under 3 hours using AI-augmented workflows to demonstrate rapid delivery.
- **Tech:** TypeScript/Express API (Backend), React+Vite (Frontend), SQLite/Prisma (DB), Zod (Validation).
- **Key Features:** Responsive product grid, variant-aware state management (Out of Stock logic), local cart system, and robust error handling.
- **DevOps:** Implemented automated seed scripts, smoke tests, and deployed live to Render (Backend) and Netlify (Frontend) with full CI/CD routing handling.
- **Demonstrates ability to handle the full software lifecycle:** Architecture → Code → Docs → Deployment.

PROFESSIONAL EXPERIENCE

AI Integration Intern | FOREO | Remote/Poland May 2025 – July 2025

- **AI Implementation:** Engineered a localized AI chatbot to guide customers on skincare routines using Llama 3 and Mistral-7B.
- **Data Engineering:** Scraped and synthesized local datasets to train the model, ensuring cultural relevance in responses.
- **Deployment:** Built and deployed the prototype interface using Gradio on Hugging Face Spaces for internal testing.

Game Development Engineer | Inpocket.ai | Istanbul July 2024 – Sept 2024

- **Rapid Prototyping:** Developed gameplay mechanics for "LearnIsle" (EdTech game) using Unity and C#. Systems Design: Implemented character customization, transaction systems, and interactive puzzles. Collaboration: Worked directly with founders to translate loose concepts into playable levels quickly.

Data Science Intern | Krakow University of Technology | Krakow, Poland July 2023 – Sept 2023

- **Simulation:** Developed a Multi-Agent Transport Simulation using Python (PADE framework) to model city traffic flow.
- **Analytics:** Processed complex GTFS data to evaluate public transport efficiency metrics.

AI Data Evaluator | Outlier | Remote Feb 2024 – July 2024

- **RLHF:** Performed Reinforcement Learning from Human Feedback (RLHF) to improve the reasoning capabilities of large-scale AI models.

SELECTED PROJECTS

Personalized AI Portfolio: Built a portfolio site integrated with a custom OpenAI Assistant API that answers questions about my CV in real-time. (Deployed on GitHub Pages).

Time Series Forecasting (LSTM): Built a deep learning model using PyTorch to forecast weather patterns based on historical data.

EDUCATION

M.Sc. Artificial Intelligence Applications | WSB University, Poland (Expected 2026)

B.Sc. Computer Engineering | Cukurova University, Turkey (2020 – 2024)

Erasmus+ Exchange | West Pomeranian University of Technology, Poland (2022 – 2023)