

# UGUR CAN SADILI

AI-Augmented Full Stack Engineer | Rapid MVP Specialist · +48 515 909 342 · UHRCRU01@gmail.com · <https://www.linkedin.com/in/uhrcru/> · <https://uhrcru.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:** Scrapped 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)