UGUR CAN SADILI

+48 515 909 342 · UHRCRU01@gmail.com · [LinkedIn](#) · [GitHub](#) · [Portfolio](#)

Poland / Krakow

Driving License: B

Turkish, English, German, Polish

SOFTWARE DEVELOPMENT

Software Developer at inpocket.ai, Artificial Intelligence Applications Master's Degree student at WSB University. I am deeply passionate about leveraging technology to solve complex problems and drive innovation. With a strong foundation in computer science and engineering principles, I am continually honing my skills to achieve great efficiency. I thrive in dynamic and challenging environments where I can apply my expertise to create impactful solutions that make a difference.

EDUCATION

Master of Science in Artificial Intelligence Applications

WSB University

Bachelor of Computer Engineering

Cukurova University

Erasmus+ Study Digital Engineering & I.T.

West Pomeranian University of Technology in Szczecin

PROFESSIONAL EXPERIENCE

inpocket.ai   **January 2024 - Present**

Software Developer & Artificial Intelligence Researcher

Developed games & softwares on both mobile and desktop platforms including Augmented Reality games which works with image processing, implemented new methods to solve complex problems. Collaborated with other team members to successfully launch a complete project, trained A.I. as needed requirements, resulted in improvement on efficiency of company.

Krakow University of Technology   **July 2023 - September 2023**

Research Assistant

Applying advanced machine learning techniques to simulate and optimize public transportation systems. Including designing and implementing prototype algorithms in Python within a multi-agent system framework, which has contributed to pioneering solutions for real-time decision-making in public transport networks. Additionally, performed comprehensive data analysis using GTFS (General Transit Feed Specification) and JSON formatted data to extract actionable insights that optimize transportation schedules and routes.

TECHNICAL SKILLS

C, C#, C++ Python Go MySQL PostgreSQL SQLite Talend Open Source For ESB PowerBI Flutter Git Docker NLTK Matplotlib HTML CSS JavaScript Github

PROJECTS

Learn Isle

Educational game created in unity and totally completed. It has many libraries and many features implemented to it; multiple minigames, character customisation, power and item market, logging system, IOS & Android dependency, currency system, difficulty progression, data processing.

Arena of Geometry

Graduation Project created in Gamemaker, it has a simple goal of destruction of enemy but enemy is reacting against player's movement and attacks.

Web Development Projects

Created several websites regarding to fullfill requirements of clients including; dashboards, messaging applications, portfolios e.t.c.

Augmented Reality & Artificial Intelligence Projects

Developed several AR minigames in Unity using OpenCv library to real time image processing. Finetuned pre-trained models with Tensorflow. Used these models in required areas.

HOBBIES

Modern Archery, Swimming, Playing Video Games (Atari-NES, Rpg, Sandbox, Survival, Souls-like, Strategy, FPS, Open World, Sci-Fi), Dungeons & Dragons