UGUR CAN SADILI

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Poland

Driving License: B

Turkish, English, German, Polish

SOFTWARE DEVELOPMENT & ARTIFICIAL INTELLIGENCE

Software Developer at inpocket.ai, Artificial Intelligence Applications Master's Degree student at WSB University in Katowice. 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 using artificial intelligence technology in development 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.

Outlier   **October 2023 - January 2024**

Machine Learning Intern

Gained hands-on experience with Python, PyTorch, and SQL, contributing to the development of data pipelines and predictive models. Participated in feature engineering tasks and learned about automated ETL processes. Collaborated with cross-functional teams, observing the process of deploying machine learning models and gaining insights into how these solutions help organizations optimize performance and drive innovation.

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.

SKILLS

C, C#, C++ Python SQL Unity Git Github Docker Godot GameMaker Stable Diffusion CUDA Ollama ChatGPT Onyx Go BERT Transformers Numpy vLLM

HOBBIES

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