

Adam Orucu

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Info

I am an avid tech enthusiast, with a passion for learning. My will to learn has pushed me to topics like machine learning and data science, since these areas aim to extract information from the available data in the most efficient way possible.

Education

2020 - PRESENT

Uppsala University

Master's Degree in Data Science

2016 - 2020

Wroclaw University of Science and Technology

Bachelor's Degree in Computer Science

Experience

SEP. 2021 - PRESENT

Uppsala University

Teaching Assistant - Artificial Intelligence (part-time)

Helping students with their assignments during help-sessions. Assignment topics include; heuristic search, markov models, bayesian networks, image analysis with CNNs

JUL. 2019 - MAR. 2020

Volvo IT

Business Intelligence Developer

Started as a part-time contractor after finishing a 3-month internship. Working in the business intelligence division with technologies such as; Netezza, Informatica PowerCenter and SAP BO

JUL. 2018 - FEB. 2019

Digitus Technology

Game Developer Intern

Worked for 3 months in the company office and 5 months remotely, on a mobile online multiplayer reflex game. Used technologies such as; Unity, C#, Socket.io.

Skills

Programming Languages

Python, Shell, C, SQL, R, Octave; markup languages including Latex, R Markdown, HTML

Technologies

Linux, NumPy, Scikit-Learn, pandas, matplotlib, HDFS, Spark, MapReduce, PyTorch, AWS, git

Natural Languages

Native knowledge of Turkish and Polish languages, advanced in English, beginner knowledge of Spanish, Russian and Japanese.

Other Tools/Programs I'm Familiar With

Jupyter, GitHub Actions, Jekyll, Hugo

Accomplishments

3rd Place

2014

45th TUBITAK Physics Project Competition (Izmir)

Project name: Developing Optical Gain Adjusted Magneto-Optical Measurement System and Magnetic Field Measurement Application

1st Place

2013

44th TUBITAK Physics Project Competition (Izmir)

Project name: The Measurement of Optical Activity in Honey and Sugar Using Optical Polarization

1st Place

2013

8th First Lego League Turkey

Role: Main programmer and pilot. Competition is based on building and programming autonomous robots using Mindstorms to solve a set of tasks in given time.

Interests

Blockchain, reading, Linux ricing, philosophy