Emre Inceoglu

Location: Oxford, UK

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-Eligible to work in the UK under High Potential Individual Visa

OBJECTIVE

Recent Computer Engineering graduate with knowledge and experience in software development, seeking full-time software engineering, data scientist, or machine learning engineer roles. My main knowledge and experience is in the areas of software development, backend development, mobile development, and ML and deep learning.

EDUCATION

Koc University Istanbul, Turkey
Bachelor of Science, Computer Engineering *Sep 2021 – Jun 2023*

University of Washington Seattle, WA, US
Bachelor of Arts, Political Economy *Sep 2016 – Jun 2021*

TECHNICAL SKILLS

Languages	:	JavaScript, Python, Java, Kotlin, C#, C, C++, SQL, XML, Assembly, Scheme, sclang, HTML, CSS
Frameworks	:	Flask, React.js, PyTorch, Tensorflow, sklearn, Keras, Java Native Interface
Libraries	:	scapy, pcap, NumPy, pandas, matplotlib, JUnit
Cloud/Databases	:	Docker, Google Cloud, Azure, Firebase, MongoDB
ML	:	Deep Learning, Supervised Learning, Unsupervised Learning, Computer Vision
Dev Tools	:	Unity, IntelliJ, Eclipse, Android Studio

EXPERIENCE

Mobile Developer Intern Jun 2022 – Sep 2022
Pensa Systems *Istanbul, Turkey*

- Used Google's ARCore library to calculate distance and speed metrics to be integrated into Pensa's mobile apps.
- Added functionality that captures videos during camera sessions.

Mobile Developer Intern Jun 2020 – Sep 2020
Intermedia *Sunnyvale, CA, US*

- Integrated Firebase ML SmartReply suggestion APIs into Intermedia's Unite Android app using Java, Kotlin, and XML.
- Updated configuration of the project's build, editing the project's already existing Dagger framework.
- Experienced working with JIRA and Agile for projects.

Unity Developer Intern Jun 2019 – Sep 2019
Virtual Projects *Istanbul, Turkey*

- Built hypercasual games using Unity and C#.

PROJECTS

Improved ICNet Source Code

- Modified the architecture of ICNet, a deep learning model designed for real time image segmentation tasks.

Shellfyre Source Code

- Developed a Unix-style OS shell called shellfyre capable of reading system and user-defined commands from the user.

P2P MOOC Source Code

- Developed a web application that shows YouTube content for free courses and connects users with similar interests on a Discord server. Developed the ML model for recommending courses and users. Integrated the model to the backend by implementing a Docker container and running it on Google Cloud, using Flask and Firebase. Increased scalability by dividing tensor operations to different containers.