ENES DEMİRAĞ

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ABOUT ME

I am an MLOps Engineer with a strong background in computer vision, deep learning, LLMs, and real-time AI systems. Over the past several years, I have built and deployed production-grade AI applications at scale, leading teams focused on high-performance solutions. I have hands-on experience with modern AI frameworks and agentic tools. My work bridges machine learning and backend engineering, with a focus on designing scalable, production-ready AI systems.

EDUCATION

Istanbul Tecnical University   Istanbul, Turkey
Master's in Computer Science   *Feb. 2021 – 2024*

Istanbul Tecnical University   Istanbul, Turkey
Bachelor's in Electronics and Communication Engineering   *Sep. 2016 – Feb. 2021*

Liverpool John Moores University   Liverpool, UK
Erasmus Student Exchange Program   *Jan. – June 2019*

FULL-TIME EXPERIENCE

Klyft   Nov 2025 – Present
Lead AI Engineer
Klyft is a mobile app company based in UK. I am working as one of the founding engineers. I develop agentic AI systems using Google ADK.

Atlastek   Feb 2025 – Nov 2025
AI Engineer
Atlastek is positioned as the technology company that designs, updates and customizes the digital infrastructure of the Product Tracking Platform developed by the DiAS Group of Companies. I worked here as an AI Engineer and built multiple machine learning services. Experienced in OCR (Optical Character Recognition) like Tesseract, QR code decoding, watermark resolving, text extraction tools.

Chooch   July 2022 – Nov 2025
MLOps Team Leader
Chooch is a vision AI company based in Silicon Valley. I developed and led the deployment of real-time inference engine, Generative AI models, LLMs, and backend APIs. Strong in production-grade Python development (testing, packaging, and code reviews) with Git/GitHub workflows (branching, PRs, CI/CD). Experienced in hosting and serving YOLO models, LLMs, and VLMs on the edge, integrating OpenAI and Gemini APIs. Skilled in model optimization using ONNX and TensorRT, and quantization (FP16/INT8). Proficient with NVIDIA Triton Server, Deepstream, Docker, Kafka, Redis, RabbitMQ, MQTT, and MinIO.

Baykar Defence   Aug. 2020 – July 2022
Software Engineer
Baykar Defence is a private Turkish defence company specialising in armed UAVs. I developed augmented reality and real-time video decoding systems, implementing image processing, video enhancement, and filtering techniques using OpenCV and OpenGL. Led over ten vision-based ML projects as a lead engineer, focusing on system reliability and real-time performance. Experienced in production-level C++ and C# development, and API design and implementation for embedded and mission-critical systems.

SKILLS

- ● Machine Learning ● Deep Learning ● Agentic AI ● Large Language Models ● Vision-Language Models (VLMs)

- ● Google ADK ● n8n ● OpenAI APIs ● Anthropic Claude ● Gemini APIs ● Ollama

- ● Python ● PyTorch ● OpenCV ● YOLO ● FastAPI ● Docker ● Linux ● Git

- ● ONNX ● TensorRT ● Triton Server ● Deepstream ● Redis ● Celery ● Kafka ● MinIO ● MongoDB

- ● Flutter ● Firebase ● Google Cloud ● REST ● gRPC ● Protobuf

Project-Based Experience

ShelfScan | *Co-Founder*   Jan. 2025 – Present

ShelfScan is a mobile application I co-developed with a friend featuring ingredient scanning and calorie analysis capabilities. Built with Firebase Authentication, Firestore, and Cloud Storage integrations, the app uses the Gemini API.

ITU AUV Team | *Software Team Member*   Sept. 2018 – Apr. 2020

ITU AUV Team is an underwater robotics team, that came together to prepare a fully autonomous underwater vehicle. I prepared custom dataset for our needs, applied data augmentation, applied training and fine-tuning and deployed on a Nvidia Jetson computer. We won multiple international competitions.

Ravinspect Tech. | *Software Team Member*   July – Sep. 2018

This start-up company is developing drones for visual inspection. I developed a ROS package for point cloud filtering and real-time mapping , worked on stereo vision and visual odometry using ROS environment.

ITU ROV Team | *Software Team Leader*   Oct. 2016 – Sept. 2018

This is another underwater robotics project which we founded with my friends to develop and spread underwater robots in Turkey. We build a Remotely Operated Underwater Vehicle. I managed the software development process as a team leader and worked on computer vision tasks. We won multiple regional and international competitions.

ITU Racing Team | *Research Assistant*   Sept. 2017 – Aug. 2018

At Advanced Vehicle Technologies, Autonomous and Power Systems Laboratory of my faculty, I worked as a research assistant working on autonomous driving technologies. Worked with LiDAR systems, SLAM and point cloud processing on a self driving car.

ITU Department of Information Technology | *Research Assistant*   Apr. – July 2017

ITU BIDB develops all IT needs of university as hardware, software, data communication systems and technical services in our university. I was working there as a part-time student.

Languages

Turkish : Native
English : Advanced