ERINC EMRE CELIKTEN

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EXPERIENCE

Machine Learning Engineer
Nov. 2022 – May 2023

Martur Fompak International — *Turkey*

- Architected and executed migration to microservices infrastructure, enabling flexible model deployment across on-premises servers and edge computing devices (NVIDIA Jetson), resulting in improved scalability and performance.
- Engineered an automated ML pipeline to streamline model training processes, reducing process time by 20% and minimizing manual intervention for improved model deployment efficiency.
- Designed and implemented machine learning models to optimize Just-in-Time (JIT) production systems for the automotive sector, achieving 30% faster inference speeds through ONNX Runtime optimization.

Software Developer Intern
June 2022 – July 2022

Kobiz Technology — *Turkey*

- Developed a gamified coding education platform leveraging Next.js and Firebase, delivering an interactive learning experience that increased student engagement and code comprehension.

Software Developer Intern
July 2021 – Sep. 2021

Martur Fompak International — *Turkey*

- Implemented and integrated CVAT Data Engine infrastructure for efficient processing and management of image datasets and annotations, resulting in 30% reduction in annotation workforce requirements.

PROFESSIONAL INTERESTS

- Compute Infrastructure
- Cloud Development
- MLOps
- ML Engineering

SKILLS

Software Technologies	Python 3 [Flask, Numba, Pandas, NumPy, Scikit-Learn], Linux-based Systems, Docker, CUDA, Git, gRPC, RabbitMQ, REST, SQL, NoSQL
Languages	English[Proficient], German[Beginner], Turkish[Native]

EDUCATION

University of Stuttgart Germany

Master of Science in Computer Science, Major in Autonomous Systems — *Apr. 2024 – Present*

Akdeniz University Turkey

Bachelor in Computer Engineering, Graduated with Honors

PROJECTS

Impact of Privacy Enhancing Technologies on Vision Models
2024

- Conducted research on privacy-enhancing techniques in autonomous driving systems, analyzing the impact of face blurring and license plate alterations on model performance and accuracy in visual data processing.

Greenhouse with an AI Planner
2024

- Developed an AI Planning system with PDDL that optimizes environmental conditions through cloud-based sensor integration and automated actuator control.

Object Detection Platform for IoT Devices
2022

- Engineered a computer vision system using edge computing devices, implementing YOLOv5 model fine-tuning pipeline for precise motor control through real-time image processing.

LEADERSHIP EXPERIENCE

Team Lead
2022

Near MetaBUILD Hackathon

- Secured First Place in Design Excellence and $20,000 prize among 3,846 competing projects for developing an innovative blockchain-based reservation system focused on conflict resolution.
- Led a 7-person cross-functional team and played a pivotal role in software architecture decisions. Successfully orchestrated system integration across Unity, Frontend, Backend, and Blockchain components, ensuring seamless communication between all platforms.

Software Team Lead
2021

CANSAT Team — *Turkey*

- Competed in European Space Agency's model rocket and satellite launch competition, developing systems for communication protocols, data analytics, and real-time flight simulations.