

ERINC EMRE CELIKTEN

PERSONAL INFORMATION

Year of Birth: 1999
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PROFILE

I am a young professional passionate, determined, and enthusiastic about succeeding in the technology sector, particularly in the field of Large-Scale Software Systems. I respect experience and value teamwork. I enjoy understanding software systems from a broad perspective.

EDUCATION

M.S. in Computer Science

University of Stuttgart, Stuttgart, Germany - f05.uni-stuttgart.de

04/2024 – 02/2026

- Major in Autonomous Systems

B.E. in Computer Engineering

Akdeniz University, Antalya, Turkey – cse.akdeniz.edu.tr

09/2018 – 10/2022

- Graduated with Honors
- The language of instruction was 100% English.

SKILLS

Software Technologies

Python 3 [Pandas, NumPy, Scikit-Learn, Streamlit, Flask], gRPC, Docker, Git, RabbitMQ, REST, SQL, NoSQL, SPARQL, JavaScript

Prototyping Technologies

Nvidia Jetson, Raspberry Pi, Figma, Adobe XD, Fusion 360, Cura, FMD and SLA 3D Printers

Languages

- English (Proficient Level)
- German (Beginner Level)
- Turkish (Mother Tongue)

PROFESSIONAL INTERESTS

- MLOps
- ML Engineering
- DevOps
- Compute Infrastructure

WORK EXPERIENCE

Machine Learning Engineer at Martur Fompak International, Bursa, Turkey

11/2022 – 05/2023

- Conducted predictive modeling for Just-In-Time (JIT) systems in the automotive industry.
- Worked on the integration of image processing models within a **microservice architecture** on a mass production line. Utilized gRPC, RabbitMQ (AMQP), and REST methods for inter-service communication.
- Employed image processing models for both server-based and edge computing applications using NVIDIA Jetson devices.

Intern at Kobiz Software, Remote, Turkey

06/2022 – 07/2022

- Collaborated with the Dfinity community to conduct a research study on the potential application of the Internet Computer Protocol, a distributed systems tool, in machine learning scenarios.
- Participated in the development of a gamified code education platform using Next.js and Firebase technologies. The platform aimed to enhance users' coding skills through interactive and enjoyable learning experiences.

Intern at Martur Fompak International, Bursa, Turkey

07/2021 – 09/2021

- Gained experience in implementing industrial solutions within the automotive industry.
- Contributed to the development of object detection models for identifying manufacturing defects, primarily using TensorFlow and transfer learning techniques.
- Developed an object detection tool using Python's Streamlit and Albumentations libraries to enhance the functionality and performance of the image processing training pipeline.
- Conducted research on micro metal crack detection through image processing, utilizing X-ray, sound wave mapping, and camera technologies.

Student Assistant at NeKa Electronic, Bursa, Turkey

06/2018 – 08/2018

- Participated in the assembly processes of Printed Circuit Boards (PCB) and Surface-Mount Devices (SMD).
- Acquired experience in developing production systems, electronic components, and methodologies for prototyping.

PROJECTS

The Impact of Privacy Enhancing Technologies on Vision Models

04/2024-Continues

- Conducting research to measure the impact of techniques such as face blurring and license plate alteration on visual data used in autonomous driving. The study aims to evaluate how these methods affect the overall success of autonomous driving models.

Object Detection Platform for IoT Devices

05/2022 – 08/2022

- Developed a system that operates on Raspberry Pi and Jetson devices, utilizing camera-based image processing models to control connected motors based on the results. Created a specialized pipeline to fine-tune the YOLOv5 object detection model.

Remote Robot Operations

01/2021 – 06/2021

- Designed software to control a 3-axis robotic arm, created with a 3D printer, using a connected camera and operating on a Raspberry Pi. Enabled network-based control of the robot.

LEADERSHIP EXPERIENCE

Team Lead at MetaBUILD Hackathon (<https://devpost.com/software/metatravel>)

11/2021 – 02/2022

- Near MetaBUILD II - Best Design Winner
- Developed a project to eliminate conflicts in reservation systems by incorporating blockchain infrastructure.
- Worked on the Backend, Database, Frontend, and Unity development areas, utilizing Near Protocol based on Ethereum as the blockchain infrastructure.
- Added virtual hotel tours and reservation options in a 3D environment developed using Unity and WebGL.

Software Team Lead at CANSAT Team

11/2021 – 03/2022

- Participated in a model rocket and satellite launch competition organized by the European Space Agency.
- Engaged in system communication, data analysis, and real-time data simulation as part of the competition.

Team Lead at Anadolu Insurance Pet Social Hackathon

12/2021

- Developed a project utilizing image processing and IoT device technologies for locating lost pets.
- Integrated an Animal Face Detection model into the system, trained using photos uploaded by users of their lost pets.
- Simulated a automated feeding stations equipped with cameras to detect lost pets, providing real-time location updates to owners.

PERSONAL INTERESTS

- Sports: Formula 1
- Exercise: Longboarding
- Music: Progressive Rock – Jazz