MUSTAFA DURMUŞ

Computer Engineer

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Summary

I like working on projects that solve real world problems using AI. I have been interested in artificial intelligence and machine learning since 2018. I prefer to continue progressing in that and related business roles.

Education

Karabuk University   *Karabuk/Turkey*

Master of Science - Computer Engineering   2020 - Present

Vytautas Magnus University   *Kaunas/Lithuania*

Exchange Programme   Aug 2017 – Jan 2018

- I have participated erasmus programme in Lithuania for 5 months.

Karabuk University   *Karabuk/Turkey*

Bachelor of Science - Computer Engineering | GPA of 3.47/4.00   Sep 2014 – 2019

- I have taken theoretical and practical valuable lessons starting from programming in many areas of computer engineering and participated in various activities. I did my compulsory internship with one of my university teachers and together we developed a project using the Django framework. I have worked on my own thesis for 9 months during my senior year.
- I developed a natural language processing model called image captioning which generates textual description of the given images for bachelor degree final project. I used Convolutional and Recurrent neural nets in a same problem.

Work Experience

Robotics Developer   *Istanbul/ Turkey*

HUMMINGDRONE AVIATION & AEROSPACE   Jul 2019 – Present

- I am in Robotics Development Team. The team deeply focus on making data-driven drones, using brand new approaches like: Visual SLAM, Deep NN and Reinforcement Learning and open source robotics technologies like: ROS, Gazebo and Rviz.

Internship   *Istanbul/ Turkey*

PROJ-E SOFTWARE   Jul 2017 – Aug 2017

- I did my first compulsory internship in this company that specializes in web-based software and strategy development. It was my first time that I used HTML, CSS, XML and similar applications severely.

Internship   *Istanbul/ Turkey*

TURKEY FOUNDATIONS BANK   Sep 2012 – Jun 2013

- In my high school long-term internship, I was generally interested in topics on Information Technology, Hardware, Networking.

Skills

- ➢ Python
- ➢ AI (Computer Vision, NLP, Reinforcement Learning)
- ➢ Linux (Ubuntu, Shell Scripting)
- ➢ Robotics (ROS, Gazebo, Rviz)
- ➢ Version Control System (GIT)

Volunteer Projects

Deep Learning Turkey   *Istanbul/ Turkey*
                                                                                              Jul 2019- Oct 2019

- I participated in the "Hands on AI Project" that organized by Deep Learning Turkey community and continued for 4 months. I am in the team who works on the project of Real Time Object Detection in Occupational Safety. We used approaches and applications like: YOLOV3, Amazon Web Services, RabbitMQ, Raspberry Pi.

References

(1) Prof. Dr. Oğuz FINDIK

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