

UFUK BOMBAR



Paris, France | +33 7 65 84 18 95 | ufukbombar@gmail.com | [LinkedIn](#) | [GitHub](#)

CIVIL STATUS

Date of birth 10/06/1999
Place of Birth izmir, Turkey
Nationality Turkish
Marital Status Single

LANGUAGES

Turkish Native
English Advanced
French Pre-Intermediate
Latin Elementary

PROGRAMMING LANGUAGES

Go Excellent
Python Excellent
JS/TS Intermediate
Solidity Intermediate
C/C++ Familiar
Java Familiar
C# Familiar
Dart Familiar
PostgreSQL Familiar

TECHNOLOGIES

Backend Development

- GORM
- JWT
- Postgres
- Redis
- GDAL/OGR
- ArcGIS
- GIT
- .NET
- ExpressJS
- AWS Lambda/S3

Frontend Development

- Electron
- React-Native
- React
- Flutter

Computer Vision

- PyTorch
- Kornia

DevOps and Orchestration

- Kubernetes
- Docker/Podman
- Linux

WORK EXPERIENCE

06/2021 – Present, **LIP6 Research Lab, Dioptra Team**

Paris, France

Open-Source Contributor / Software Developer

- Maintaining the open-source EdgeNet Software which is a suite of custom controllers written in **Go** for **Kubernetes** cluster that serves state-of-the-art computer networking research.
- Improving a proof-of-concept **Kubernetes** federation extension by optimizing the mechanism for resource cache management.
- Current implementation and experiments are still ongoing, the results will be published in an academic paper soon.

08/2021 – 08/2022, **ArgosAI Technology**

Ankara, Turkey

Research Engineer

- Proposed and implemented a novel **Generative AI** model architecture using **Python** and **PyTorch** that is used for dataset generation which significantly reduced the downtime caused by foreign object debris placement on international airports.
- Integrated Kubernetes with **KubeFlow** in the office servers that maximized GPU utilization during model training.

06/2020 – 08/2021, **Borda Technologies**

Remote, Turkey

Full Stack Software Developer

- Implemented a full stack task assignment **API** and frontend using **C# ASP.NET Core** and **Flutter** that is utilized in more than 20+ client hospitals.
- Proposed and implemented a virus infection tracking algorithm using **AWS lambda** backend and **Flutter** frontend for reducing spread in the office environment that is used during the pandemic.
- Selected as one of 4 software engineers among 2500+ candidates in the mentorship program.

02/2020 – 03/2021, **Özer Lab (Sedat Özer)**

Ankara, Turkey

Research Student

- Studied 2D and 3D pose estimation to be used to analyze the conditions of athletes participating in sports.
- Studied building damage detection using Satellite Synthetic Aperture Radar images to be used in disaster response.

06/2019 – 08/2019, **University of Mississippi, NCCHE**

Oxford, USA

Short-Term Visiting Scholar

- Studied parallel computing algorithms and different libraries used in NCCHE's disaster simulation software.
- Developed a geography-aware navigation **API** using **Python**, **GDAL** and **OGR** that solves parallelized travelling salesmen problem.

EDUCATION

10/2023 – Present, **Sorbonne University**

Paris, France

Master of Science in Distributed Computing and Computer Vision

- Awarded SFRI Scholarship from Sorbonne University.

10/2017 – 01/2022, **Bilkent University**

Ankara, Turkey

Bachelor of Science in Computer Science and Engineering

- Graduated with Honors, *summa cum laude*.

INTERESTS

- Economics and Finance
- Scuba Diving
- Mountain Biking
- Music Theory
- Classical Piano
- Lego Technic
- Latin Language

TECHNICAL PROJECTS

09/2023 – 10/2023, **Distributed Card Game in Ethereum Blockchain**

Semester Project

- Developed and successfully launched an innovative **NFT** and card trading **smart contract** in **Solidity** on a private **Ethereum blockchain**.
- Created a dynamic and user-friendly React frontend, enhanced with **TypeScript**, to seamlessly interact with the smart contract functionalities, leveraging the power of the **Web3** framework.

09/2023 – 10/2023, **Live Container Migration**

First Year Master Project

- Designed and implemented a **Kubernetes** extension in **Go** to enable live container migration via **CRIU** and **Containerd**.

09/2023 – 10/2023, **Pandetect**

Graduation Project

- Developed an image analysis **API** using **Typescript** and **Python** in **Docker** containers to find un-masked people in public spaces during the pandemic.
- Designed and implemented a basic image streaming protocol in **C** for the **ESP32-Cam** microchip to support image streaming using the local network.

09/2023 – 10/2023, **Depth-Aware 3D Crowd Pose Estimator**

Research Project

- Proposed, implemented and trained an AI model using **Python** and **PyTorch** to estimate 3D skeletal poses of people from single shot images of sport events.

Other projects can be found on my GitHub page.

VOLUNTARY PROJECTS

06/2018 – 07/2018, **AIESEC-SAMS18 (Stay a While Make a Smile)**

English Teacher / Activity Planner / Volunteer

- Organized tours, activities, and lectures to teach English to unprivileged children in SOS Children's Village in North Macedonia.

06/2018 – 08/2018, **Code Education for Kids**

Code Educator | Volunteer

- Introduced young elementary school students the programming concepts using **Scratch**.

REFERENCES

Prof. Dr. Olivier Fourmaux

Director of Master of Computer Science in Sorbonne University

- My current co-supervisor in LIP6 Dioptra Team.

Assoc. Prof. Dr. Timur Friedman

Professor of Computer Science in Sorbonne University

- My current co-supervisor in LIP6 Dioptra Team.

Dr. Berat Can Şenel

Senior Software Engineer at Reezocar

- My supervisor and mentor in LIP6 Dioptra Team.

Prof. Dr. Mustafa Altınakar

Senior Computational Hydro Science Engineer at Argonne National Laboratory

- My supervisor and mentor in NCCHE.