

Serhan Emre Telatar

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MSc Artificial Intelligence

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GitHub Profile

LinkedIn Profile

EDUCATION

•Queen Mary University of London

MSc Artificial Intelligence

September 2025 - Present

London, UK

•Sabanci University

BSc Computer Science and Engineering

September 2020 - June 2025

Istanbul, Turkey

EXPERIENCE

•Inovako

January 2026 - Present

Deep Learning & Computer Vision Engineer

Remote/Hybrid

- Spearheaded a multimodal fine-tuning pipeline using Llama 3.2 Vision and Qwen 2.5-VL to classify industrial materials from technical metadata and images with high precision.
- Implemented LoRA (Low-Rank Adaptation) and 16-bit quantization to optimize a 3B parameter VLM, reducing memory footprint by 40% and enabling efficient training on mid-range GPUs.

•Wibto

February 2025 - January 2026

Software Engineer

Remote/Hybrid

- Architected a unified cross-platform ecosystem by constructing a responsive React web application and a native Swift iOS app, improving mobile user engagement by 25%.
- Designed a multimodal recommendation system that increased user retention while automating detection for 98% of sensitive content and spam using AI-driven pipelines.

•BNP Paribas TEB

June 2024 - September 2024

Machine Learning Engineer

Istanbul, Turkey

- Constructed an end-to-end ML pipeline using Python and SQL on 100K+ loan applications to predict credit defaults with an AUC of 0.88.
- Optimized Random Forest and Gradient Boosting models via grid search, achieving 82% accuracy and identifying 5 key risk factors.
- Conducted statistical analysis on 50+ features, improving early-warning detection by 25% and leading to a 15% reduction in bad-debt provision.

PROJECTS

•Automatic Number Plate Recognition (ANPR) System

Computer Vision

- Formulated a multi-stage detection pipeline using YOLOv8 for vehicle identification and a custom-trained model for precise localization, achieving 95%+ accuracy.
- Integrated the SORT algorithm to assign unique IDs, reducing tracking errors by 30% across high-density video frames.
- Developed a post-processing module using Linear Interpolation (SciPy) to reconstruct missing coordinates, maintaining 100% data continuity in occluded scenarios.

•Deep Reinforcement Learning for "The World's Hardest Game"

Game AI Development

- Built a hybrid game environment establishing 60FPS real-time communication between a browser simulation and an RL agent via WebSockets.
- Created a Deep Q-Network (DQN) agent with PyTorch, implementing Experience Replay to stabilize training across a 48-dimensional continuous state space.
- Implemented a novel reward function using Euclidean distance calculations; this enhanced exploration, decreasing the average training time per agent by 35% and improving stability across diverse levels.

TECHNICAL SKILLS

Languages: Python, C++, SQL, NoSQL, TypeScript, Node.js

Libraries/Frameworks: TensorFlow, PyTorch, Keras, Numpy, Pandas, Dask, Scikit-learn, FastAPI, OpenCV, Open3D, Apache Spark, YOLO, Ray, CUDA

Developer Tools: Git, GitHub, Google Cloud, AWS, Docker, Kubernetes, CI/CD tools

Spoken Languages: English (IELTS 6.5), Turkish (Native)

CERTIFICATIONS & TRAINING

•DeepLearning.AI Machine Learning (Coursera)

•Stanford University Deep Learning Specializations

•Google Cloud Machine Learning on Google Cloud Specialization