# Kaan Hacıhaliloğlu

# About Me

Creative AI Engineer with a strong foundation in physics and machine learning. Passionate about designing deep learning solutions and playing with advanced algorithms to solve problems.

# **—** Experience

2020–2022 Research Assistant, Bogazici University

Developed advanced machine learning algorithms for seismic data analysis by employing transformer-based architectures and comprehensive feature engineering to enhance earthquake detection. Contributed to high-impact research (arXiv:2407.18402) and mentored a team of five junior researchers.
2021–2022 Teaching Assistant, Bogazici University

Led interactive QA sessions for Numerical Methods, emphasizing practical applications of NumPy, SciPy, and Matplotlib. Enhanced student learning through hands-on problem solving and clear explanations.

Aug 2022–Jul Intern, Data Analytics & Process Mining, Allianz TR

2023
2024 Data Analytics & Process Mining Intern at Allianz TR. Enhanced data-driven efficiency. Automated Excel reporting (Python/SQL), integrated databases, dynamic dashboards (operational insights/visibility). Optimized business processes (Celonis), dashboards (operational visibility). Streamlined workflows, boosted business intelligence.

# Jul 2023–Sep AI Engineer Intern, Live The World

2023 Engineered a robust content generation pipeline leveraging state-of-the-art NLP tools. Enhanced web scraping capabilities and refined Python solutions to support AI-driven applications.

#### 08/2024- AI Engineer, Diktatorial Suite

Present Architecting and deploying sophisticated audio-based machine learning models for source separation, classification, and event detection. Spearheading end-to-end AI solutions with a Django backend and real-time inference integration via JavaScript. Currently developing AI agents to further advance audio processing.

## Education

2018–2023 B.Sc. in Physics, Bogazici University Graduated with a GPA of 3.04. Completed rigorous coursework in Physics, specially Quantum Physics and General Relativity and Machine Learning, while leading the Science Club.

2023–2024 M.Sc. in Computer Science, University of Padua Advanced coursework in Artificial Intelligence and Deep Learning, providing a strong theoretical foundation essential for my career in applied AI engineering. This program honed my skills in deep learning architectures, algorithmic problem-solving before I pursued opportunities for practical application.

2025– M.Sc. in Data Science, Sabanci University Currently enrolled, specializing in advanced Deep Learning and Statistical Analysis to further my expertise in data-driven innovation and research. This program is strategically chosen to deepen my skills in Computer Vision and more research experience.

# Projects

- $_{\odot}$  Earth-ML: Enhanced time series classification using advanced modeling techniques.
- TÜBİTAK 2209-A: Developed a high-precision earthquake detection model through innovative feature engineering.
- **o "Burası"** Art Exhibition: Merged seismic data with artistic representation, creating a unique fusion of art and science.
- Kaggle Competition: Achieved 8th place in the Türkiye İş Bankası ML Challenge 5 by applying effective feature engineering strategies.
- $\circ$  **Datathon AI**: Secured third place in a Datathon AI competition focused on computer vision challenges.
- NLP News Summarization: Conducted a comprehensive evaluation of summarization models, comparing architectures like BART and T5 to assess performance and efficiency.

## Skills

- $\circ~\mathbf{Programming:}$  Python, SQL, JavaScript, TypeScript
- Version Control: Git
- Web Development: Django, FastAPI, Celery
- o Machine Learning: XGBoost, CatBoost, LightGBM
- Deep Learning: PyTorch, TensorFlow
- $\odot$  AI Techniques: OpenAI API, LangChain, LangGraph, Transformers
- $\circ\,$  Libraries: NumPy, SciPy, Matplotlib

Certifications

• Quantum Computing (Bronze): QTurkey

• Excellence in Audio Course: Hugging Face

- $\,\circ\,$  Process Mining: Celonis Academy
- $\circ~$  Building RAG Agents: NVIDIA Deep Learning Institute