

ÖMER UMUT GÜNGÖR

COMPUTER ENGINEER

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PROFILE

I am a Computer Engineering student who has gained experience in artificial intelligence, computer vision, data processing, and software development. I have conducted projects and research focused on LLM (Large Language Model) training, image processing-based systems, 3D modeling, and data analysis.

During my university years, I actively participated in both individual and team-based projects, which helped me develop my technical and communication skills.

I am a quick learner, adaptable to new technologies, with strong analytical thinking and attention to detail. My goal is to apply my knowledge and experience in professional environments, contribute to innovative projects, and continue my personal and professional growth.

EDUCATION

Computer Engineering (4th year) 2021 – 2026

Afyon Kocatepe University

Management Information Systems 2023 – Present

Anadolu University

WORK EXPERIENCE

Software Intern – MedData Information and Communication Hospital Aug 2024 – Sep 2024

Automation

- Contributed to the software development process of hospital automation systems.
- Actively participated in database integration and data update processes.
- Assisted in user interface testing and debugging tasks.

Software Intern – SozyAI (XR / AR / VR / D / HLG / SOUND / ASSIST) Jun 2025 – Aug 2025

- Worked on LLM (Large Language Model) development and training.
- Focused on 3D modeling for 3D printing applications.

COMMUNITY AND VOLUNTEER WORK

Vice President – AKU Artificial Intelligence Community 2022 -2025

- Contributed to organizing AI training sessions and competitions for university students.
- Gained experience in team coordination and leadership within technical events.

Assistant – Artificial Intelligence Laboratory 2023 - 2024

- Conducted research on LLM (Large Language Model) training and fine-tuning.
- Participated in 3D modeling and simulation tasks for 3D printing processes.

Design Coordinator – GDG Afyon (Google Developer Group) 2022- 2024

- Worked on design and content creation within the Google Developer Group community.

Team Member – Teknofest Team 2023-2024

- Competed as a finalist in the Natural Language Processing category at Teknofest.
- Trained an LLM model by working on Web Scraping and RAG (Retrieval-Augmented Generation).

SKILLS

- Programming Languages: Python, C#, JavaScript, R, C
 - Libraries & Tools: OpenCV, TensorFlow, PyTorch, React, Flask
 - Database: MySQL, SQLite
 - Design: Fusion 360, Figma, Adobe Photoshop, Canva
 - API Integration
 - Mobile Development
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LANGUAGES

- Turkish: Native
- English: B1+ (Intermediate)

CERTIFICATIONS & TRAININGS

- Introduction to Cybersecurity (Cisco) 2021
- Data Science Workshop (BTK Academy) 2023
- Introduction to Artificial Intelligence and Algorithms (BTK Academy) 2023
- Web Design (Public Education Center) 2023

PROJECTS

D&D GM Assistant (LLM-Based Role-Playing Game Assistant)

- Developed a role-playing game assistant (Dungeons & Dragons) running on desktop and Android platforms by integrating a custom-trained LLM model with OpenAI API and cloud-based infrastructure.
- The system is built on an AI model capable of interacting with users in natural language, generating scenarios, and acting as a Game Master.
- Actively contributed to API management, data processing, character scenario generation, and user interface design.
- Technologies: Python, Flask, OpenAI API, Google Cloud, React Native, SQLite

Computer Vision-Based Robotic System

- Developed a mobile robot capable of real-time human tracking and obstacle detection using ESP32 and Raspberry Pi platforms.
- Worked on OpenCV-based object detection, motor control (Arduino + L298N), and serial communication.

Flask-Based Web Application (User Profile & Film List System)

- Built a web application deployed with Docker and SQLite, offering user profile management and personal list tracking.
- The system includes user authentication, dynamic content management, and basic API integration.