

# Emre Kulaber

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Machine learning and data science specialist with hands-on experience from an internship, focusing on AI-based forecasting and data-driven optimization, which enhanced predictive accuracy. Skilled in statistics and psychology, helping to bridge technical insights with human behavior. Offers a unique blend of analytical and cognitive skills to drive innovative solutions for data challenges.

## Work Experience

10/2025 – present

### Machine Learning & Data Science PardonAI

- Developed AI-based forecasting models for pricing optimization, cost estimation, and demand prediction at PardonAI.
- Designed and implemented machine learning algorithms to enhance business operations across multiple locations.
- Processed and reconciled large-scale operational datasets, ensuring data integrity through cleaning and standardization.

## Education

09/2024 – 09/2025  
Brighton, United Kingdom

### Computer Science | Master of Science University of Sussex

- **Graduated with Distinction**, recognized for outstanding thesis work and overall academic excellence.
- **Applied Python scripting and automation** to streamline data preprocessing, feature extraction, and model evaluation tasks for machine learning workflows.
- **Gained hands-on experience** with data analysis, model deployment, and performance monitoring – including working with structured and unstructured data from diverse sources such as logs, APIs, and network datasets.
- **Developed skills in identifying and mitigating data and model issues**, including data drift, feature leakage, and bias detection, while implementing effective validation and monitoring controls.
- **Leveraged version control (Git) and collaborative development practices** to support reproducible experiments, model tracking, and cross-functional teamwork.
- **Built a strong foundation in system architecture and logging pipelines**, integrating basic monitoring and alerting concepts applicable to ML production environments and MLOps practices.

09/2020 – 06/2024  
Istanbul, Turkiye

### Psychology | Bachelor of Arts - BA Isik University

- Studied human behaviour, cognitive psychology, and research methods to understand decision-making processes.
- Gained expertise in user research, usability testing, and behavioural analysis for user-centred design.
- Applied psychological principles to analyse user needs and motivations related to security behaviour.
- Developed insights into human perception and cognition essential for designing effective security awareness programs.
- Utilized behavioural science to identify patterns in social engineering and phishing attacks.

## Projects

06/2025 – 08/2025  
Brighton, United Kingdom

### iOS Developer

#### Lazuri

- Developing iOS app for digital wellbeing and focus management as M.Sc. Computer Science dissertation project.
- Implemented Screen Time API with FamilyControls to block distracting apps during scheduled focus sessions.
- Built 4 app extensions: DeviceActivityMonitor for usage tracking, Shield extensions for custom blocking UI, and ActivityReport for analytics.
- Created gamified learning system with flashcards, Game Center leaderboards, and achievement tracking.

02/2025 – 05/2025  
Brighton, United Kingdom

### Frontend Developer

#### Real-Talk

- Worked as frontend developer and sole UI/UX designer in team project for M.Sc. course.
- Created complete design system including wireframes mock-ups, and user flows in Figma.
- Developed React components for authentication, user profiles, and search functionality.
- Collaborated with 2 other frontend developers and integrated APIs from backend team.

11/2024 – 12/2024  
Brighton, United Kingdom

### Game Developer (Python)

#### World Passport Quest

- Developed text-based adventure game in Python with 10 fictional countries and economic system.
- Implemented object-oriented architecture with Player, Country, and Game classes.
- Built game mechanics including visa system, inventory management, and risk/reward gameplay.
- Created command parser and game state management for interactive user experience.

10/2023 – 12/2023  
Istanbul, Turkiye

### UI/UX Designer

#### E-commerce Mobile App

- Designed 20+ screens for e-commerce app including onboarding, catalogue, cart, and checkout flows.
- Conducted competitive analysis of major platforms to identify user experience improvements.
- Applied design thinking methodology with user personas, empathy maps, and prototypes.
- Created intuitive filtering system and clean UI with consistent design system.

## Volunteering

10/2017 – 10/2018  
Istanbul, Turkiye

### Buddy Pair

#### Best Buddies International

Led friendship program pairing students with individuals with intellectual and developmental disabilities, fostering inclusive social activities.

## Languages

English  
**ALMOST NATIVE-LEVEL PROFICIENCY**

Turkish  
**NATIVE OR BILINGUAL PROFICIENCY**

## Social Media



LinkedIn



Portfolio



GitHub



Behance