

# Halit Vermez

AI Engineering Lead | M.Sc. Computer Vision & Deep Learning Specialist | Senior CGI Director

📍 Vienna, Austria

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🔗 [LinkedIn](#) | 📺 [YouTube](#) | 🔗 [5.0★Upwork rating](#) | 🔗 [3DVRAI](#)



## Professional Summary

**AI Engineering Lead (M.Sc.) and Cross-Functional Technical Director with 20+ years of experience in high-impact technology solutions. Specialist in deploying real-time Deep Learning (DL) models (R-CNN, SSD, GANs) for Computer Vision applications, achieving verified performance with 95%+ accuracy rates. Proven expertise in MLOps and Cloud deployment (e.g., using Docker/Kubernetes) of scalable AI/ML pipelines.** Bridging the gap between engineering and visualization: Expert in integrating AI systems with industry-leading 3D environments (Autodesk Maya, Unity) to develop high-fidelity, VR-ready assets and complex logistics simulations for demanding clients like NATO. **Mastery in Python and C++ for algorithm development and robust workflow automation.**

## Technical Skills

*Artificial Intelligence, Deep Learning & MLOps (Core Competencies)*

- **Deep Learning Frameworks:** TensorFlow (Expert), PyTorch (Expert), Keras
- **Computer Vision (CV):** R-CNN, SSD, GANs, Yolo Models, Real-Time Face and Object Recognition
- **Core AI Concepts:** Reinforcement Learning (RL), Convolutional Neural Networks (CNN), Natural Language Processing (NLP), AI API Integration
- **MLOps & Deployment:** Docker, Kubernetes (K8s), AWS Sagemaker (or Azure ML / Google AI Platform), Git, Version Control

*Programming, Data Science & Automation*

- **Primary Languages:** Python (Core Competency for Algorithms & ML), C++ (High-Performance Systems), SQL
- **Data Engineering:** Pandas, NumPy, Scikit-learn, Oracle
- **Development:** Kotlin, Java, HTML, Android Development, API Integration, Agile Methodologies

*Simulation, 3D Integration & Hybrid Tools*

- **3D Modeling & Visualization:** Autodesk Maya (Expert), Blender, 3ds Max, Zbrush, Cinema 4D
- **Game/Simulation Engines:** Unity, Unreal Engine
- **Technical Art & Integration:** AI-Powered Animation (Voice Syncing, Motion Capture), Photogrammetry, Technical Art Direction
- **Engineering & Systems:** AutoCAD, SolidWorks, Revit, High-Fidelity Rendering (V-Ray, Arnold, Redshift), Cyber Security and CISCO Networking

## Professional Experience

**Lead CGI 3D Artist & AI Specialist | Freelance** 🌐 **Global (Upwork, Medyavizyon)** | 📅 2010–Present Designed 100+ high-fidelity 3D models, including a cyberpunk taxi praised for exceeding client expectations ([5.0★ Upwork rating](#)).

- Integrated AI tools for automated character lip-syncing and motion realism (e.g., Avatar-style animation).
- Specialized in photogrammetry, motion graphics, and technical art direction.
- Tools: Maya, ZBrush, Substance Painter, Python scripts for workflow automation.

**Logistics Systems | National Defence University** Istanbul, Turkey | 1995–2016

- Spearheaded NATO-NAMSA logistics simulations using 3D modeling and AI for training.
- Managed \$100M+ tender processes and supply-chain optimizations

## Projects & Achievements

- **AI-Enhanced 3D Modeling:** Developed a cyberpunk vehicle with modular components ([5.0★ Upwork rating](#)).
- **AI Animation:** Trained AI models for real-time character animation ([YouTube Demo](#)).
- **Military Simulations:** Created VR-ready 3D assets for NATO logistics training.
- **Portfolios:** Media & Adverb Showreel Portfolio (Upwork), LinkedIn Portfolio (LinkedIn)

**Languages:** English (Professional), Turkish (Native)

## Education & Certifications

- **M.Sc. Computer Engineering** 🎓 *Sakarya University* | 2017–2018 | GPA: 2.70 License number: 4976/50.536 ([Goto verification URL](#))
- **MCA in Computer Systems** 🎓 *Turkish Air & Space Academy* | 2014–2016 ([Goto verification URL](#))
- **B.Sc. in IT Systems** 🎓 *Istanbul University* | 2020–present ([Goto verification](#))
- **B.Sc. Business Administration** 🎓 *Anadolu University* | 1998–2003 License number: 2002/21535 ID:15607138292 ([Goto verification](#))
- **B.Sc. Business Administration** 🎓 *KTÜ University* | 1990–1993 License number: 93/DCBE-36 ID:5607138292 ([Goto verification](#))

## Computer Systems Certificate

- 🎓 Maya For FX Artists - motion graphics Certificate ([Goto verification URL](#))
- 🎓 Modeling Tutorial for Games with Zbrush 4R8 and Autodesk Maya Course ([Goto verification URL](#))
- 🎓 Android Mobile Application Course: ([Goto verification URL](#))
- 🎓 Modeling for Games with Zbrush and Maya ([Goto verification URL](#))
- 🎓 Technical art direction Realistic Character Modeling ([Goto verification URL](#))
- 🎓 Unity 2023,C#| For Game Course ([Goto verification URL](#))
- 🎓 Kotlin & Java Course ([Goto verification URL](#))
- 🎓 Motion graphics, Face and Object Recognition with AI | R-CNN, SSD,GANS ([Goto verification URL](#))
- 🎓 Photogrammetry, Artificial intelligence & Tensorflow Course ([Goto verification URL](#))
- 🎓 Villa Modeling Course ([Goto verification URL](#))
- 🎓 3Dmax & Vray Render ([Goto verification URL](#))

## The other Certificates

- 🎓 Port Facility Security Officer Training Course
- 🎓 Ship Security Officer Training Course
- 🎓 NATO Logistics Officer Training Course
- 🎓 UAV Drone Pilot licence
- 🎓 American Language Course (Entermediated level)

## Projects & Achievements

- **AI-Enhanced 3D Modeling:**
  - Developed a **cyberpunk vehicle** with modular components ([5.0★ Upwork rating](#)).
  - Trained AI models for real-time character animation ([YouTube Demo](#)).
  - Media & Adverb Showreel Portfolio ([5.0★ Upwork rating](#)).
  - Linkedin Portfolio ([Linkedin](#))
- **Military Simulations:**
  - Created VR-ready 3D assets for NATO logistics training.

## Technical Toolkit

### 1. Applied AI, Deep Learning & MLOps (Production Focus)

- **Deep Learning (DL) Frameworks:** TensorFlow (Expert), PyTorch (Expert), Keras (Mastery in model training and optimization).
- **Computer Vision (CV) & Core AI:** Specialized in R-CNN, SSD, and GANs for advanced Real-Time Face and Object Recognition. Proficient in Reinforcement Learning, Neural Networks, and Natural Language Processing (NLP).
- **MLOps & Deployment:** Production-level experience with Docker and Kubernetes (K8s) for containerization and orchestration. Familiarity with Cloud ML Platforms (AWS Sagemaker / Azure ML) for scalable model deployment.
- **API Integration:** Proficient in designing and consuming AI APIs to integrate ML models into front-end applications and simulation environments.

### 2. Programming, Data Science & Workflow Automation

- **Core Languages:** Python (Primary for Algorithm Development and Scripting), C++ (for High-Performance Computing), Kotlin, Java.
- **Data Science Stack:** Pandas, NumPy, Scikit-learn for data manipulation and analysis.
- **Database & Systems:** Expert in SQL and Oracle database management. Proficient in Git for Version Control.
- **Automation:** Proven ability to develop complex scripts for cross-functional workflow automation (3D-ML pipeline).

### 3. 3D Simulation & Technical Visualization

- **3D Modeling & Animation:** Expert-level proficiency in Autodesk Maya, Blender, 3ds Max, Cinema 4D, and Zbrush.
- **Simulation & Game Engines:** Unity and Unreal Engine experience for deploying VR-ready assets and interactive systems.
- **Specialized Techniques:** Expertise in AI-Powered Animation (Voice Syncing, Motion Capture), Photogrammetry, and Technical Art Direction.
- **Rendering & Graphics:** High-fidelity rendering with V-Ray, Arnold, and Redshift.

### 4. Engineering & Infrastructure

- **CAD & Design:** Strong foundation in engineering software: Revit, AutoCAD, and SolidWorks.
  - **Systems & Security:** Knowledgeable in Cyber Security principles and CISCO networking.
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