



# HALİL OĞULCAN KARAMAĞARA

AI Engineer, Data Labeler, Programmer, Translator

## About Me

With 3 years of experience in AI, I have a strong track record in tuning, training, and tutoring LLM and audio models. Having 10 years of experience in translation, including the successful translation of 15 books, I bring my deep experience to the job while combining my abilities in translation and AI. Also have a high experience in 3D video, video editing, game development, and Game Engines like Unity and Unreal Engine.

## Language

- Turkish (Native)
- English (Near Native)
- French (Basic)

## Expertise

- AI Tutoring
- AI Specialities
- Data Annotation
- Python (Advanced)
- Langchain
- Github
- PHP (Expert)
- SQL (Expert)
- HTML (Expert)
- CSS (Expert)
- Ajax (Advanced)
- C# (Advanced)
- Linux Servers (Advanced)
- Puppeteer
- Translation
- Creativity
- Literary Translation
- Subtitle Translation

## Experience as an AI Engineer

### Welocalize

2025 - Present

*Data Annotator, AI Tutor, Data Labeler, Translator, Programmer*

Contractor, annotating English and Turkish data and coding (Python, PHP) with AI models, Data Labeling, AI Tutoring, improving performance of LLMs.

### Alignerr

2025 - Present

*Data Annotator, AI Tutor, Data Labeler, Translator, Programmer*

Annotating English and Turkish data and coding (Python, PHP) with AI models, Data Labeling, AI Tutoring, improving performance of LLMs.

### Data Annotation Tech

2025 - Present

*Data Annotator, AI Tutor, Data Labeler, Translator, Programmer*

Annotating English and Turkish data and coding (Python, PHP) with AI models, Data Labeling, AI Tutoring, improving performance of LLMs.

### Tasty Audiobooks

2023-2025

*Audio Models and LLM Fine tuner, Translator.*

Fine-tuning my own Turkish audio model(Xtts, Alltalk TTS) to create high-quality audiobooks. The model's audio quality was close to Eleven Labs' models at that time.

## Education

### **Namık Kemal University**

English Language and Literature  
2015 - 2023 - Dropout

### **Akdeniz University**

English Language and Literature  
2023 - 4th Grade.

## **Personal Projects**

2025 - Present

### *Programmer*

Using Python and Node.js, AI tutoring skills, and improving model performance while developing AI pipelines, utilizing services like GitHub and managing backend database systems, specifically SQL. Building numerous projects with frameworks like LangChain, integrating with the Gemini API and Llama3(Ollama, LM Studio), while creating moderation and management tools with AI, using RAG. My projects can create sounds and articles too.

Github: <https://github.com/CanWasHere94>

## **Web Projects**

2022 - Present

### *LLM Fine tuner, Translator, AI Tutor, Programmer*

Using and Fine-Tuning local LLMs(LM Studio, Llama3, Ollama, Python, Php, Laravel, Mysql, Ajax) in order to create an AI community and articles in different web projects like interpreting Song Lyrics, movies, etc (Web Scraping, Puppeteer). Using and setting LLMs to make quality control for released articles and user texts.

## Experience as a Game Developer

### **Sound of The North (Mobile)**

2024

### *Game Developer*

Developing a reigns-like card game on Godot (C#). Using local image AI models (Stable Diffusion, Midjourney) to create pictures for the game.

### **The Bunker (Mobile)**

2024

### *Game Developer*

Developing a Fallout Shelter like game on Godot (C#). Using local image AI models (Stable Diffusion, Midjourney) to create pictures for the game.

### **The Walker**

2025

### *Game Developer*

Learning how to use Unreal Engine 5 (blueprints), and creating a fully functional Death Stranding like game as a learning project.

### **Cosy Haven (Mobile)**

2025

### *Game Developer*

Creating a home design game for mobile phones at Unreal Engine 5 (blueprints).

## **Gladiator: Rise of the Fallen (Mobile)**

2025

*Game Developer*

Developing a gladiator game in reigns-like style in Unity Engine (C#), improving cards and style with videos (Davinci Resolve) and adding new dynamics to the game. Using AI (Midjourney, Local Image Models like Stable Diffusion and AI models for modifying backgrounds of the images) to help with the pictures.

## **Translation Experience**

### **ABP Publishing**

2021 - 2023

*Translator / Editor*

Art of War

As a Man Tinketh

The Mastery of Love

### **Mahzen Publishing House**

2019 - 2021

*Translator / Editor*

White Fang (Beyaz Diş)

The Republic (Devlet)

Pride and Prejudice (Gurur ve Önyargı)

The Tale of Two Cities (İki Şehrin Hikâyesi)

Wuthering Heights (Uğultulu Tepeler)

Arséne Lupin (Gentleman Cambrioleur) (Kibar Hırsız)

Arséne Lupin vs Herlock Sholmes

Arséne Lupin The Hollow Needle (Oyuk İğne)

### **For Personal and special Customers**

2019 - 2025

A Legacy Lost, Story of the John F. Keneddy's Son

Books I have translated for personal use(not released):

Time Machine (Zaman Makinesi) H.G. Wells

Der Amoklaufer (Amok Koşucusu)

### **Kayıp Rıhtım**

2018 - 2023

*Writer / Translator / Content Creator at*

Translating and editing different foreign news and creating entertainment content in Kayıp Rıhtım.

### **My Own Youtube Channels**

2015 - 2025

*Writer / Translator / Content Creator on*

Developing and translating English and Turkish content for multiple YouTube channels and websites for several years. Independently translating books for a personal audiobook channel.

## **Lyricomma**

2015 - 2017

*Writer / Translator / Content Creator*

Providing subtitle translations for a website designed for English language acquisition through engaging short-form video content (series, movies, advertisements).

Developing the website (Php, Mysql, Laravel, Ajax, HTML, CSS).