Timur Kulenović

Data Scientist
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Education

Faculty of Computer Science and Informatics - University of Ljubljana *Ljubljana, Slovenia*

M. Sc. in Data Science and Computer Science *Oct. 2020 - Ongoing*

- Data Science master program is part of **DataScience@UL-FRI** and it focuses on **data analysis**, **statistics** and **machine learning**.
- Currently writing my master thesis *Analysis of home advantage in sports*.

Faculty of Computer Science and Informatics - University of Ljubljana *Ljubljana, Slovenia*

M. Sc. in Data Science and Computer Science *Oct. 2017 - Sep. 2020*

Work Experience

Telekom Slovenije *Ljubljana, Slovenia*

Data Scientist *Summer of 2020 & Jul. 2020 - Jan. 2022*

- Rewrote machine learning models into Python from other programming languages and software. The purpose of these models was to predict the probability of customers leaving the company - **Churn models**.
- Clustering the users of IPTV based on the way they watch television.
- Analyzed the quality of Churn models in terms of how accurately they predict the customers that left.

Skills

Programming	Regular usage of Python and R, familiar with Java and SQL.
Machine learning	Knowledge of various ML methods. Comfortable with Numpy, Scikit-learn, PyTorch, Pandas, Matplotlib, Jupyter Notebook.
Environments	Comfortable in Mac OS and Linux (Ubuntu).
Languages	English, Slovenian, Bosnian, German (basic).

Publications

Analysis of tourist movements with the help of Geocaching game

Diploma thesis *2020*

- Geocaching is an outdoor game, in which players search for hidden caches at outdoor locations with the help of website and mobile application. In my diploma thesis I used web scraping to collect the data that users enter into the platform and then analyzed the collected data.

Featured projects

Basketball and Football dataset *2022*

- Collection of high-granularity data of basketball and football matches that were obtained using web scraping.

Euroleague Pythagorean Expectation *2022*

- Application Pythagorean expectation theorem to Euroleague basketball league data.

Computer Science Students Survey 2022 *2022*

- We collected answers from Computer Science students at University of Ljubljana regarding their opinion on faculty. Using Bayesian Statistics we performed a thorough analysis of the answers.

Clustering web users based on mouse movement *2021*

- The objection was to classify web users into groups by performing clustering on their mouse movement data. This project was done in collaboration with Zemanta for the purpose of DataScience@UL-FRI Project Competition 2021.

Implementation of various ML methods from scratch *2021*

- Implemented the following machine learning methods from scratch: decision trees, random forest; linear regression, logistic regression, ordinal regression, multinomial regression, SVM and neural network

Predicting Bundesliga matches outcome *2020*

- Collected data of German Bundesliga matches and used it to build ML models. The goal was to predict the outcomes of the matches by creating a classification problem of three classes.