BURKAN ALP KALE

AI Developer (Speech & Multimodal)

Contact

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Professional Summary

Developer specializing in advanced AI and speech technologies. Experienced with Wav2Vec2-based voice cloning, end-to-end AI-assisted audiobook production, RVC-WebUI design, LLM-based RAG systems, agentic LLMs, and multimodal agents. I build innovative applications across multiple languages and projects using DeepSpeech and similar TTS solutions, and I explore computer vision (SAM, vehicle/damage detection, face/object comparison). Goal-oriented, experimental, and continuously learning—focused on delivering value in academic and industrial projects.

Experience

AI Developer (Project) — Ve Medya Yapım | 2023–2024 (~1 month)

 Built a voice cloning solution and connected it to a license-aware AI system; designed a WebUI/GUI for the workflow.

Projects

OReatMe

 Transforms natural-language prompts into artworks with embedded, scannable QR codes; resolved common scanning issues by analyzing how phones read QR codes and building a custom ComfyUI pipeline. Role: Technical 3D Artist & AI developer.

MiraiDo AI — Earthquake Analysis

• Concept for assessing building integrity using robots (ultrasound, X-ray, radar) and drones; software analyzed data to produce reports and connect owners with repair services. Planned in detail; discontinued before MVP due to lack of funding.

Nomly — AI-Powered Nutrition Assistant

• In-progress mobile app that detects foods via phone camera and generates personalized diet plans (including for specific conditions) with an AI/RL assistant. Responsible for CV, model training, voice assistant; integrating SLM, Cam2Food, and multimodal agents.

ArtistCloner

• AI voice-processing tool that analyzes artist voices to generate similar voices; users upload audio and adjust tone/pitch/effects. Built for Ve Medya Yapım.

ERC721-AP Smart Contract

• Ethereum smart contract enabling batch NFT minting at the gas cost of a single mint, significantly reducing costs; collaboration with Umut (long-term teammate, including on Nomly).

Skills

AI & ML

- Wav2Vec2 speech recognition (Intermediate)
- Autonomous voice cloning & new model training (Advanced)
- AI audiobook creation (Advanced)
- Agentic LLMs & RAG systems (Advanced)
- SLM/LLM fine-tuning (Advanced)
- Multimodal agents (Intermediate)
- Computer vision SAM & YOLO for vehicle/damage detection (Intermediate)
- TTS tools Kokoro, FishSpeech, StyleTTS2, Tortoise (Advanced)
- AI tooling MMAudio, MagicQuill, Bolt, SearxNG, OpenWebUI (Advanced)
- ComfyUI + Stable Diffusion/Flux procedural image processing (Advanced)
- AI texture-mapping models (Advanced)

3D & VFX

- Blender (Advanced)
- Substance Painter materials/UV mapping (Advanced)
- ZBrush (Intermediate)
- EmberGen FX (Intermediate)
- Unreal Engine scene design (Intermediate)
- Houdini FX (Beginner)
- Autodesk Maya (Beginner)

Education

B.Sc., Energy Systems Engineering — Ankara Yıldırım Beyazıt University | 2020–present (4th year); GPA: 2.02/4.00

Languages

English: Reading/Writing/Listening — C1; Speaking — C2

Turkish:Native

References

Ender Çabuker — Founder, Ve Medya Yapım | Phone: 5324160685 • Email: ecabuker@vemedyayapım.com