# Muhammet Özmen

Software Engineer
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## EXPERIENCE

**Winston Software** **Jul 2025 – Aug 2025**
*Embedded Systems & Software Intern (Short-Term & Long-Term)* *İskenderun/Hatay*
Winton Software is a technology company developing innovative solutions for various industries.

***Short-Term Internship***

- Contributed to the development of an LLM-based smart home prototype. Focused on communication between ESP modules and microcontrollers, as well as environmental testing.
  - **Achievements:** Completed UART/I2C/GPIO testing with ESP + Raspberry Pi integration. Implemented PC and voice-command control through a Qt-based Python application. Improved debugging efficiency by developing serial communication and logging processes in Linux.

***Long-Term Internship***

- Worked on LLM-based academic performance analytics and grading automation. Took responsibility for cross-platform interface development, hardware preparation, and computer vision integration.
  - **Achievements:** Built backend and frontend automation in Python with Qt (Widgets/QML), integrated LLM APIs with voice command support. Configured NVIDIA Jetson Nano in headless Linux mode to enable OpenCV-based image processing and hardware control.

## EDUCATION

**İskenderun Technical University** **Oct 2021 – Aug 2025**
*B.Sc. in Computer Engineering* *İskenderun/Hatay*

- **GPA:** 3.3/4

## PROJECTS

- **NLP-Based Tourist Attraction Review System** – *Teknofest Finalist*

Developed a rating system analyzing tourist reviews with machine learning.

- **LLM-Based Academic Performance Analytics and Grading Automation –** *Long-Term Internship*

Implemented an automated student assessment system using OpenAI API and Python for university.

- **LLM-Powered Voice-Controlled Smart Home Electricity System** – *Short-Term Internship*

Designed a voice-enabled home automation system using ESP8266, relay modules, and a Qt-based interface.

- **Gesture-Controlled Robotic Hand with Mediapipe –** *Open Source* - Link

Developed a robotic hand with gesture recognition using Mediapipe and Arduino-based servo control.

- **Autonom Turret with Human Detection, Tracking, Elimination** – *Bachelor's Capstone Project* - Link

Implemented YOLO-based object detection for target recognition and motor control for automated aiming.

## SKILLS

- **Technical Skills:**
  - **Programming:**
    - Programming Languages: Python (CPython), C/C++
    - Frameworks & Libraries:: Qt (Widgets/QML, PyQt/PySide), OpenCV, TensorFlow
    - Version Control & Environments: Git, headless bash, venv, Linux
  - **Embedded Systems:**
    - Microcontrollers: STM32, Raspberry Pi, NVIDIA Jetson, AVR
    - RTOS & Communication: FreeRTOS, UART/I2C/SPI/GPIO
- **Soft Skills:** Self-learning & adaptability, project management, attention to detail, initiative & accountability, problem-solving under pressure, resource management & efficiency.
- **Languages:** English *(Berlitz Level 5, CEFR B1.1, YÖKDİL 64)*