Deniz Özcan

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Location: Ankara, Turkey | Nationality: Turkish

SUMMARY

Software Engineer with experience in AI, backend systems, and data analytics. Proven success in global competitions. Skilled in building scalable AI solutions and backend services with Python, Java, and C#. Strong in algorithms, problem solving, and object-oriented design following SOLID principles, with a focus on building scalable, efficient systems. Experienced in developing high-performance applications using principles of parallel and distributed computing.

EDUCATION

TED University
B.Sc. in Software Engineering | Secondary Field: Applied Data Analytics
09/2021 – 06/2025

- Full Scholarship, 100% English program
- GPA: 3.15 / 4.00

PROFESSIONAL EXPERIENCE

T.C. Cumhurbaşkanlığı İnsan Kaynakları Ofisi – Ankara, Turkey

Part-Time Software Engineer (09/2024 – 05/2025)

Summer Intern (06/2024 – 09/2024)

- Developed a multilingual AI video dubbing pipeline ("Dilmaç") enabling the translation and dubbing of 2,000+ education videos using STT, TTS, translation, and voice processing models.
- Designed and integrated new UI panels and features into a .NET Razor Pages governmental web applications.

Huawei Technologies – Remote

Long-term AI Research Engineer Intern (08/2023 – 03/2024)

- Preprocessed large-scale datasets (1M+ rows) for fine-tuning NLP models.
- Developed and trained LSTM-based text classification model using Keras.
- Fine-tuned LLMs (LLaMA 2 7B & 13B, Mistral 7B); conducted research on Retrieval Augmented Generation (RAG) and multi-agent recommendation systems.

OSI A.S. – Ankara, Turkey

Unity Game Developer Intern (04/2022 – 06/2022)

- Implemented gameplay mechanics using Unity and C#, improved performance by +20 framerates per second using object pooling design pattern.

SPOKEN LANGUAGES

- Turkish – Native Language
- English – Advanced (CEFR C1 Level – Proficiency Exam Certified)

TECHNICAL SKILLS

Languages: Python, Java, C#, HTML, CSS, JavaScript, C (familiar)

AI/ML Tools: TensorFlow, PyTorch, Keras, Hugging Face, Transformers, scikit-learn, chromadb, Langchain, Langgraph, AutoGen, CrewAI

Data: pandas, NumPy, Seaborn, SQL, NoSQL, Selenium, MongoDB, EDA, Data Preprocessing

Frameworks/Platforms: Flask, Django, FastAPI, Unity, Git, .NET Razor Pages, REST APIs, Spring Boot

Tools & Practices: Git, CI/CD, Agile, Postman

SELECTED PROJECTS

- Medical Scan Diagnosis AI (Huawei R&D Coding Marathon 1st place)
- 75 Species of Butterfly Classification – Deep Learning Project
- Natural Language to SQL Database Interaction – LLM Project
- Multi-Agent Research Assistant Code Generation and Report Writer
- Resume Analyser with Multi-Agents and RAG
- MyGen-AI Suite: Multimodal AI Workflow Creation Platform

AWARDS & ACCOMPLISHMENTS

- **Global Finalist, Huawei ICT Competition (Cloud Track)** – 3rd Prize Winner, Shenzhen, China (2023)
- **1st Place Winner, Huawei-BTK R&D Coding Marathon Competition** (2023)
- Published Developer: 4 Android games released on Google Play Store (2017–2021)

CERTIFICATIONS

- **Duolingo English Proficiency Exam** – CEFR C1 (Score: 135), 2025
- HCIA AI – Huawei, 2023
- IBM AI Engineering Specialization - Coursera
- Software Engineering Specialization – The Hong Kong University of Science and Technology
- DeepLearning.AI Deep Learning Specialization
- DeepLearning.AI Tensorflow Developer Specialization