

DENİZ ÖZCAN



PERSONAL INFORMATION

Address: Çankaya/ANKARA

Mobile: +90 (533) 047 2102

E-mail: denizozcanmc@gmail.com

Linkedin Profile: <https://www.linkedin.com/in/deniz-ozcan-/>

Nationality: Turkish

Birth date/place: 21.02.2003/Burdur, Turkey

Military Service: Postponed due to master's degree

EDUCATION

TED UNIVERSITY 2021 – 2025 (currently 4th Year 2nd Semester)

Department of Software Engineering (100% Scholarship) (100% English)

Secondary Field: **Applied Data Analytics**

Latest GPA: **3.15**

PROFESSIONAL EXPERIENCE

T.C. Cumhurbaşkanlığı İnsan Kaynakları Ofisi, Ankara

Job Title: Part-Time Software Engineer 09/2024 – Present

- Built a **multi-agent** pipeline for multilingual on-premise AI video dubbing solution, **Dilmaç** (<https://dilmac.cbiko.gov.tr/>) using **STT** (Speech-to-text), Translation, **TTS** (Text-to-speech), speaker diarization, gender classification models.
- Implemented voice cloning with reusable speaker profiles for efficient processing.
- Automated word-level subtitle alignment and VTT output using **WhisperX**.
- Optimized video uploads with file chunking and asynchronous processing.
- Streamlined output file management with database integration and user-friendly downloads.
- Designed and integrated new panels and features into a governmental .NET Razor Pages web application.

Job Title: Software Engineer Summer Intern 06/2024 – 09/2024

HUAWEI, (Remote) 08/2023 – 03/2024

Job Title: Long-term AI Research Engineer Intern

- I worked in the AI Enablement DC team. This team builds AI projects & research in various areas especially LLMs (Large Language Models).
- Pre-processed a dataset that contains 100K+ rows for fine-tuning purposes.
- Built a text classification model using **LSTMs** from scratch using the **Keras** and trained it.

- Fine-tuned various trending LLMs such as **Llama 2 7B** and **Mistral 7B**.
- Conducted research on **RAG** (Retrieval Augmented Generation) and multi-agent systems & applied into projects.

OSI A.S., Ankara 04/2022 – 06/2022

Job Title: Unity Game Developer Intern

- I used Unity and C# to create new gameplay mechanics, improve performance using Object Pooling Pattern.

SKILLS

- I am highly competent with Python, Java and C# programming languages.
- Some technologies/libraries/packages I feel confident: HuggingFace, transformers, chromadb, Keras, Tensorflow, Pytorch, pandas, numpy, Requests, Flask, Git, scikit-learn, Selenium, SQL, NoSQL, Unity.
- I am also familiar with basic HTML, CSS, JavaScript.

Languages

- Turkish – Native Language
- English – Advanced Level (IAESTE Language Certificate)

AWARDS & ACCOMPLISHMENTS

2022 – 2023 Huawei ICT Competition Global Final 3rd Prize Winner

- Represented **Turkey and Europe** in the Global Final of the competition held in Shenzhen, China. Participating in Cloud Track alongside 2000 universities and 120,000 students from various parts of the world. Me and my team, attained a remarkable achievement by securing the 3rd prize in this global final.
- See here for details: https://www.linkedin.com/posts/huawei-enterprise-turkiye_huawei-icttalentdev-activity-7148567026947600385-FAEm
- <https://seng.tedu.edu.tr/gundemde-neler-var/ogrencimiz-deniz-ozcan-huawei-ict-yarismasindaki-basarisi>

2022 – 2023 Huawei R&D Coding Marathon Winner

- I secured 1st place in the Huawei – BTK Academy R&D Coding Marathon 2023 with my two friends as a team. Me and my team, developed a cloud architecture to optimize hospital diagnosis processes with AI models that we have trained.
- See here for details: <https://www.linkedin.com/posts/deniz-ozcan-argekodlamamaratonu-yapayzeka-activity-7118969638469668864-WavV>
- <https://seng.tedu.edu.tr/gundemde-neler-var/huawei-ar-ge-kodlama-maratonu-2023-finalinde-ogrencimiz-deniz-ozcan-ve-ekibi-0>

Zined Studios

- Built and published 4 Android games on Google Play Store in the period of 2017 – 2021.
- One of these games was “Kelimele”. It was a Turkish Wordle clone. Sold more than 50 copies of it and have 500+ downloads.

CERTIFICATES

- Practice Competition, Cloud Track Third Prize Certificate – HUAWEI – 2023
- R&D Coding Marathon First Prize Certificate – BTK Akademi & HUAWEI – 2023
- HCIA AI – HUAWEI – 2023
- [IBM AI Engineering Specialization - Coursera](#)
- [Software Engineering Specialization – The Hong Kong Univeristy of Science and Technology](#)
- [DeepLearning.AI Deep Learning Specialization](#)
- [DeepLearning.AI Tensorflow Developer Specialization](#)

REFERENCES

- References available upon request.