



Ordu



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github.com/ibo52

Personal Information

Date of Birth: 2000

Nationality: Turkish

Military Service: Postponed
(Until 31/12/2028)

Language Skills

Turkish

Native

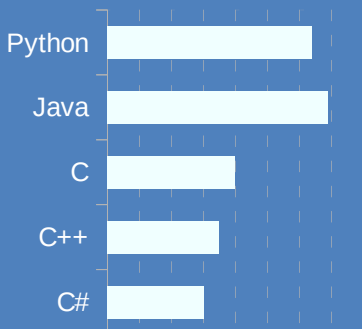
English

Reading: Intermediate

Writing: Intermediate,

Speaking: Fair

Skills



Halil İbrahim MUT

EDUCATION

University

Computer Engineering

Manisa Celal Bayar University / Manisa

09/2019 – Current

(Currently in 4th year)

WORK EXPERIENCE

Arbak Savunma ve Enerji A.Ş.

Embedded systems programmer Intern

12/2023 – 01/2024

* To research, development and programming:

1. of hardware emulation to send and process data to Arduino device with sensors.

2. Serial and wireless communication structures, protocols, libraries between Arduino and Computer systems.

Ordu Municipality, IT department, Electronic Systems Unit

Computer Engineer Intern

07/2021 - 08/2021

* To determine the need of departments (computers, servers, printer/scanners, modems, display devices etc..) and establish components, systems and networks, and to ensure their continuous and uninterrupted operation.

* Setting the display and sound systems of Council meeting room and provide support during meetings.

CAREER OBJECTIVES

A quick learner junior with adaptability to company's organization and teamwork. Looking for an engineering internship position where I can gain and improve skills and abilities to adapt and learn work-life of companies. Willingness to work collaboratively in purpose of gain knowledge about designing applications, building ML models for specific needs or maintenance support for electronic systems by developing useful tools, programs, embedded systems, while contributing to the growth of the organization.

COURSE WORKS

- Math Expression transcriber

LeNet based CNN model to predict simple handwritten mathematical expressions

- Deliver2Me

Simple food delivery database design, and simple client GUI to access database contents of restaurants and users

- HaloTalk

Simple messenger for LAN devices to communicate

- v4l2-camera-photo

Use kernel library (linux/videodev2.h) to access and manipulate camera device