

Muhammet Özmen

Software Engineer

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EXPERIENCE

Winston Software

Feb 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 (20 Days) :

- 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 (5 Months) :

- 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 Analytics and Grading Automation – *Long-Term Internship* [Link](#)

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)