



KAAN ÖZDEMİR

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SUMMARY

Computer Programming student at Izmir University of Economics with hands-on experience in full-stack web development, mobile application development, and AI-integrated solutions. Proficient in C#, Python, ASP.NET, React Native, and SQL. Demonstrated ability to deliver production-ready applications through internships and personal projects. Strong foundation in backend development with growing expertise in mobile, game, and computer-vision systems.

EXPERIENCE

E.S.B.A.S.

January 2026 – February 2026

Software Developer Intern

- Built an AI-integrated chatbot that processes receipt images via OCR, converts extracted data to JSON, and auto-records entries in Excel, eliminating manual data entry.
- Implemented a live camera viewer using the Hikvision SDK to display and capture real-time streams.

Independent Mobile Game Developer

June 2025 – Present

Unity Game Developer (Freelance)

- Designing and developing 3 mobile games with Unity targeting iOS and Android, covering mechanics, UI systems, and full development lifecycle from concept to testing.

F1Proje

October 2024 – April 2025

Junior Software Developer

- Developed KampYeri, a full-stack reservation platform for campsites, hotels, and caravan areas, including a business management system for dynamic listings.
- Designed SQL schema, integrated data access with ASP.NET and LINQ, and built modules for user registration, business profiles, and an admin dashboard.
- Built a responsive Bootstrap frontend and developed a standalone admin panel for a separate existing web application using C#, LINQ, and SQL.

PROJECTS

MobileAppStoreDataAnalysis | Python, Pandas, Seaborn, WebScraping

- End-to-end data analysis on a 1,500+ app dataset scraped from Google Play Store and Apple App Store, covering EDA, missing-value imputation with platform-specific strategies, and outlier detection/removal via IQR and Z-Score methods.
- Authored 10 GroupBy and conditional queries with Pandas to surface data patterns; produced 10 visualization types (histplot, heatmap, pairplot, violinplot) with Seaborn — full pipeline from data collection to visual analysis.

HandMouse (MobilMouse) | Python, MediaPipe, OpenCV, PyAutoGUI

- Hands-free mouse control via real-time webcam hand-gesture recognition; cursor movement, clicks, and scroll mapped to hand landmarks.
- System tray app with Windows startup Registry integration and a one-click installer; includes live camera preview UI.

PerfectCircleGame | HTML5,JavaScript,CanvasAPI,Chart.js

- Browser game that scores freehand circle accuracy (0-100%) using centroid-distance standard deviation analysis.
- Role-based login (admin/user), sessionStorage auth, persistent localStorage leaderboard, and an admin dashboard with Chart.js score statistics.

IN DEVELOPMENT

LightweightFont-SpecificOCRSystem | Python,OpenCV,PyTorch,ONNXRuntime

- Designing a character recognition system targeting specific fonts (Times NewRoman, Arial, Georgia) instead of a heavy general-purpose OCR engine.
- Pipeline: OpenCV preprocessing (grayscale, thresholding, contour detection)segments characters into bounding boxes, reducing the character-merge errors common in classical OCR.
- Each bounding-box crop is classified by a lightweight CNN (MobileNetV3-smaller custom architecture); bounding boxes are sorted left-to-right and line-by-line to reconstruct the final text string.
- Synthetic dataset generation with Python + Pillow (varied fonts, sizes, noise,backgrounds) targeting 50-100K samples; model trained on PyTorch, then optimized via ONNX Runtime or quantizationfor low-CPU deployment.

EDUCATION

Izmir University of Economics

2023 – Present

English Preparatory Class completed

Lycée TevfikFikret d'Izmir 2018 – 2023

French Preparatory Class completed

TECHNICAL SKILLS

- **Languages:**C#,Python, Java, JavaScript, TypeScript
- **Backend:**ASP.NET, SQL, LINQ, PHP
- **Frontend:**HTML5, CSS3, Bootstrap, React Native
- **Tools & Platforms:** Unity, MediaPipe, OpenCV, PyTorch, Pandas, Seaborn, Git
- **Concepts:**REST APIs, CRUD, OOP, Real-Time Data Sync, Computer Vision, AI/ML Integration

LANGUAGES

- **Turkish:**Native
- **English:**Upper-Intermediate (B2)
- **French:**Intermediate (B1)