



Musa Özkan

STUDENT

I am an ambitious individual with a passion for computer engineering and pursuing a bachelor's degree in **Computer Engineering** at **Marmara University** while also holding the position of **QA Intern** at **Commencis**.

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EDUCATION

Bachelor's in Computer Engineering (Erasmus+ Program)

Groupe ESIEA

01/2024 - 06/2024

Paris, France

Bachelor's in Computer Engineering

Marmara University

09/2021 - Present

Istanbul, Turkey

WORK & VOLUNTEER EXPERIENCES

Global App Testing (TesterWork)

Freelance User Experience Researcher

05/2022 - 02/2024

Istanbul/Turkey

Global App Testing is a leading end-to-end functional testing service known for its great quality crowd testing services.

Achievements/Tasks

- At first, I worked as a **QA Tester** at **Tester Work**. I've taken part in **7 Test Campaigns** for **Meta**, found **~50 verified bugs** and created **116 feedbacks**.
- At **Global App Testing**, I've created **33 Exploratory Research Reports** (Pulse Check, Exploratory Researches, Qualitative Usability Tests and A/B Testing), **analyzed more than ~9000 feedbacks** and **~2000 reported bugs**

Contact: Pompei Hudrea - pompei.hudrea@globalapptesting.com

Commencis

QA Intern

07/2024 - Present

Istanbul/Turkey

Commencis is a **digital transformation** company that helps businesses **develop digital products** and **accelerate their transformation** through **cloud solutions**.

Achievements/Tasks

- Wrote **3 test automations** for apps in different platforms using **Selenium** and **Playwright**
- Completed **90 hours** of Software Testing Courses with **live examples** about real apps like **işCep**.

Codeway Studios

QA Intern in Game

10/2023 - 01/2024

Istanbul/Turkey

Codeway is a **venture builder** company launching highly scalable business models in **mobile applications & games market** - from the concept stage, through development, up to global market expansion.

Achievements/Tasks

- Used **Jira** and **Miro** for following tasks
- Monthly **regression tests** and **open/load time tests**
- Found **5 critical functional bugs** and many **VFX bugs**

SKILLS

Usability Testing

UX/UI Design

Data Analysis

Project Management

Cross Functionality

C

Manual Testing

Python

Data Analysis

Crowd Testing

Team Work

CERTIFICATES

Hyperloop Development Competition Finalist

TOEIC C1 980/990 (05/2024 - 05/2026)

VOLUNTEER-SELF PROJECTS

AI Report Creator (09/2023 - Present)

Before using GPT 3.5, average report creation process was between **4-6 work hours**, but after using GenAI, it was **2-2.5 hours** which is a **%200 improvement**. Therefore this project aims to **create a pipeline** for report creation process, getting inputs, **categorizing** and **processing** them using **best fitting** GenAI model (GPT 3.5). This pipeline will give a UXR a guideline to set a baseline for creating reports faster.

Votifier | Selenium, Playwright (07-08/2023) [🔗](#)

As a Freelancer UXR, I had to vote "Available" on a Trello Board and a Slack Channel to be able to get selected for that test instance. However, there were **high competition** and I didn't have time to spare for voting first. So, I wrote a Python code that **automates this process** with **Selenium Library**, loaded that on a **Cloud Server**. Later, converted the code to **Playwright Library** because of the performance issues.

Devrim HYPERLOOP | C, Python (11/2022 - 06/2023)

A **TEKNOFEST Finalist** Hyperloop R&D team sponsored by **+15 companies** one of which is **Turkish Aerospace Industries** with **70000 TRY**. I wrote **+1000 lines of code** in **C** and **Python** for Hyperloop Pod Flight Control Computer in **2 months** implementing the **Security Algorithm**, **GUI** and **Flight Processes** as a researcher at **Turkish Aerospace Industry Lift-Up Program**.

LANGUAGES

Turkish

Native or Bilingual Proficiency

English (TOEIC C1)

Full Professional Proficiency

INTERESTS

Robotics

Strategy Games

Music

Piano

Rally

Content Writing

Debate & MUN