John Alexander Aydin

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Career Summary

Computer Engineering student with a strong passion for math and programming. Equipped with a solid foundation in algorithms, systems design, and software development. Proficient in C++, Golang, and Typescript, with a keen interest in applying mathematical concepts to solve complex problems. Eager to contribute to innovative projects and advance technology in dynamic environments.

Skills

C++ | Rust | Java | Typescript | Golang | Python | Linux | Git | React | Next.js | tRPC | SQL | Docker | System Verilog | Windows Programming | AWS S3 | AWS IAM | Web Development | CUDA | ROS | MATLAB | R

Projects

Good Eats 2023

good-eats-tawny.vercel.app

Recipe sharing website built with Next.js, tRPC, S3, React, and Typescript.

Key Learnings and Accomplishments:

- Learned the importance of data modeling, documenting changes, and setting a scope when implementing a large application
- Utilized Chrome DevTools to debug and test code

Robot Capture the Flag Simulation

2024

github.com/John-A-Aydin/robot-capture-the-flag

Simulation of Jane Street's Robot Capture the Flag problem built in C++ and CUDA.

Key Learnings and Accomplishments:

- Utilized CUDA in a compute intensive problem to increase speed by over 1,000%
- Clearly documented the reasoning for a solution to a complex problem

Elden Ring Save Manager

2024

github.com/John-A-Aydin/er-save-manager

Save file manager that lets users swap save files with a simple GUI.

Key Learnings and Accomplishments:

Gained experience in Windows APIs, data types, and the Windows Registry

Work Experience

Server's Assistant 2023

82 Queen

Managed the flow of dishes during services exceeding 600 customers, learning valuable teamwork, communication, and conflict resolution skills.

Education

Bachelor of Science in Computer Engineering, University of South Carolina

2025

GPA: 3.7

Relevant Courses: Data Structures and Algorithms | Artificial Intelligence | Computer Architecture | Operating Systems | Statistics for Engineers | Unix Fundamentals | Embedded Systems | Linear Algebra | Computer Networks | Advanced Digital Design