Corvallis, OR, 97331
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ALIHAN BAYSAL

PROFESSIONAL SUMMARY

Innovative and results-driven Software Engineer with a proven track record in developing high-performance applications and leading projects to success. Skilled in various programming languages and frameworks to excel at transforming complex problems into efficient solutions. Adept at creating scalable, user-centric applications using front-end and back-end development and seeking to leverage problem-solving skills and technical expertise in a dynamic environment at new places to contribute to innovative projects.

CORE SKILLS AND COMPETENCIES

Programming Languages:	JavaScript | SQL | C | Python | C++ | C# | HTML | CSS | TypeScript | Assembly
Frameworks and Libraries:	.NET 6.0 | .NET Framework 4.8 | Vue.js | Unity | Unreal Engine | AutoMapper | NewtonSoft | Apache ActiveMQ | SignalR | TensorFlow | Flutter | Node.js
Tools and Platforms:	Azure DevOps | Docker | MongoDB | NoSQL
Other Skills:	Game Design | Object-oriented programming (OOP) | XAML
Languages:	English | German | Turkish

EDUCATION

Bachelor of Science, Computer Science | Oregon State University, Corvallis, Oregon — Mar 2024

Dean's List 6 times

Unity Certified User: Programmer

PROFESSIONAL EXPERIENCES

Mobile Application Developer | Aayats - Atlanta, Georgia — ***Jan 2024 - Present***

- Oversaw mobile app development connecting artists, studios and audio professionals, utilizing Flutter, MongoDB, and Node.js to enhance performance and scalability, impacting 100,000+ users
- Improved app performance by 40% through optimization and efficient coding practices, ensuring a seamless user experience
- Achieved a 95% customer satisfaction rate by delivering critical features on time and maintaining high-quality standards

Student Software Engineer | Center for Applied Systems & Software, Corvallis, Oregon — ***Jul 2021 - Dec 2023***

- Led transitioning from monolithic to microservices architecture, reducing system downtime by 50%
- Developed and integrated new front-end features using Vue.js, resulting in a 30% increase in user engagement
- Enhanced system reliability and performance with .NET 6 and ActiveMQ, achieving a 20% reduced response time

Undergraduate Teaching Assistant | Oregon State University, Corvallis, Oregon — ***Jan 2021 - Jul 2021***

- Instructed over 200 students in programming and computational thinking, achieving a 90% student pass rate
- Developed and implemented new course curricula and assignments, improving student engagement

NOTABLE PROJECTS

CarGoesVroom | Competition Winner, Oregon State University Capstone Competition

- Led a team of 4 to develop a racing game in Unreal Engine 5, winning the capstone competition out of 20+ teams
- Achieved a 30% improvement in game performance by optimizing code and integrating physics simulations
- Successfully deployed the game, receiving positive feedback from 100+ testers on gameplay and user experience

shape-n-surf | Oregon State University, Corvallis, Oregon

- Headed a team of 3 to create an all-in-one surfboard-building app, integrating Google Maps API and Open-Meteo Marine Weather API, enhancing usability for 200+ users
- Implemented a TensorFlow Lite model for s image recognition, achieving 95% accuracy in surfboard identification
- Orchestrated full-stack development, leading to a 40% increase in development efficiency and creating a draft version for Google Play deployment