

# Alihan Baysal

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## SKILLS

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- JavaScript | SQL | C | Python | C++ | C# | HTML | CSS | Unity | Unreal Engine | Vue.js | Typescript | Azure DevOps | .NET 6.0
- .NET Framework 4.8 | AutoMapper | NewtonSoft | Apache ActiveMQ | SignalR | Golden Layout | Flutter | MongoDB | Node.js
- Visual Scripting | Game Design | XAML | Object-oriented programming (OOP) | Docker | NoSQL | English | German | Turkish

## EXPERIENCE

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### Mobile Application Developer

01/2024 – Current

Aayats, Atlanta, Georgia

- Pioneered a mobile app that bridges artists with studios and audio professionals, revolutionizing the music industry landscape by fostering unprecedented connectivity and collaboration.
- Elevated app performance and scalability by mastering **Flutter**, **MongoDB**, and **Node.js**, ensuring a seamless, efficient user experience adaptable to growing demand.
- Demonstrated accountability by taking ownership of critical development tasks and meeting project milestones in a fast-paced, agile environment.

### Student Software Engineer

07/2021 – 03/2023

Center for Applied Systems & Software, Corvallis, Oregon

- Transformed system architecture by leading the transition from monolithic to microservices for the Oregon Department of Transportation's Operations Center, halving downtime and improving scalability, a testament to my inventiveness and ability to learn rapidly.
- Enhanced user interface by pioneering front-end development with **VueJS**, **AgGrid**, and **GoldenLayout**, while contributing to robust back-end solutions with **.NET 6** and **ActiveMQ**, displaying my focused approach and collaborative skills within a fast-paced development team.
- Excelled in a fast-paced development team, quickly adapting to new technologies and efficiently managing multiple project deliverables with a high level of accountability.

### Unity Programmer

10/2018 – 09/2019

Shockland, Berlin, Germany

- Upgraded aging Shockland mobile games to modern **Unity** versions, achieving %30 in user engagement.
- Architected and executed the creation of multiplayer functionality for Shocklander, employing expertise in client and server side coding.
- Collaborated with a team of three developers to fix bugs, improve gameplay, and further enhance old game titles.

## NOTABLE PROJECTS

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### Dasher Blitz

06/2023

Competition Winner, Oregon State University Capstone Competition, Corvallis, Oregon

- Award-winning game design leveraging **Unreal Engine 5.1** and Lumen technology to set a new standard in graphics and lighting effects, boosting gameplay realism and immersion.
- Innovated gameplay mechanics, including unique collision detection and vehicle upgrade systems, leading a team of four in the development of a highly engaging and innovative video game.
- Addressed and resolved challenges, showcasing my problem-solving skills and accountability in delivering a polished, market-ready product under tight deadlines.

### Autoball Nitro and Jump

10/2023

Achieved Downloads: 4.5 Million, Corvallis, Oregon

- Cultivated a gaming community of over 4.5 million users by transforming creative concepts into a widely acclaimed mobile game, presenting my ability to conceptualize, develop, and market applications.
- Mastered game development technologies, attaining proficiency in Unity's AI system and **C#**, which underpinned the creation of a highly interactive and entertaining soccer simulation game.
- Displayed exceptional adaptability by navigating through complex problem-solving scenarios, debugging, ensuring game stability and performance in a rapidly evolving market.

## EDUCATION

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### Bachelor of Science - Computer Science

09/2019 – 03/2024

Oregon State University, Corvallis, Oregon

## OTHERS

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- **Certifications & Training:** Unity Certified User: Programmer.
- **Leadership:** Turkish Student Association (Financial Manager), Volleyball Club (Committed Member), Buni Surf Club (Founder).
- **Awards:** Won 2nd Place Award in InnovationX Pitch Competition, Achieved Superior Academic Achievement Dean's List 6 times.