

AREN TAYLAN

(512) 949-9692 | arenbtaylan@gmail.com |

EDUCATION

The University of Texas at Dallas

B.S., Computer Science

May 2020

SKILLS

Languages: C++, Java, C#, Unity

Frameworks/OS: OpenGL, Git, LWJGL, Windows

Software: Unity, Visual Studio, Jenkins, Unreal Engine, Game Maker, Blender, Adobe Photoshop, TeamForge, Asana, Selenium, Git/GitHub, SVN

Relevant Coursework: Data Structures and Algorithms, Discrete Mathematics, Computer Architecture, Artificial Intelligence, Database Systems, Automata Theory

EXPERIENCE

Infosys - Software Engineer

July 2020 - Current

- Contributed to Verizon scrum team as a contract developer to maintain automations using Java as well as CI/CD.
- Fully trained and internally certified in full-stack development using tools such as Java Spring Boot, Spring REST, Angular, Maven, Git, Bootstrap, Eclipse, and Visual Studio Code.
- Worked with a team of developers on full stack development projects for Infosys using Java OO design.

Rice Games - Gameplay Programmer

June 2019 - November 2019

- Developed UI and AI mechanisms for *Shujinkou*, an independent game, using Unity and C#
- Utilized Git for version control to promote efficiency and strengthen redundancy
- Engaged in an Agile development cycle, bi-weekly meetings, and code reviews

Texas Education Agency - Software Engineer Intern

June 2019 - August 2019

- Developed 50 Java-based Selenium regression testing algorithms for the Texas Education Agency's eGrants and FSA systems
- Attended SCRUM meetings and utilized Jenkins and TeamForge on 4 different projects to coordinate work
- Used SVN version control to streamline productivity and increase communication

NOTABLE PROJECTS

A Sinking Feeling, Unity, C#

- Ludum Dare 48 | <https://rpgwaker.itch.io/a-sinking-feeling>
- Placed in the Top 5% of games created for the event.
- Created in 72 hours while leading a team of 4 people as well as overcoming a language barrier between two members using communication skills.
- Utilized several important fundamentals of Unity development, including Asynchronous Loading, ScriptableObjects, and Modular Programming.

Ship Runner, Unreal Engine 4, C++/UE4 Blueprint

- Unreal Engine 4 infinite-runner style 3D arcade shooter.
- Implemented performance enhancing techniques such as object pooling for enemies and terrain.
- Created utilizing UE4 Blueprints.

ROMP, Unity, C#

- Chillenium 2019 Submission | <https://rpgwaker.itch.io/romp>
- Designed and implemented various features including camera and player movement, game functionality and game physics

Knowledge Base Solver, Python 3

- Calculates up to 14,000+ lines of clausal form logic in under 10 minutes using artificial intelligence.

Pac-Man CTF AI, Python 2

- Designed two artificially intelligent agents to play a competitive "Capture The Flag" game of Pac-Game, earning a 70% win-rate against other agents.

Backtracking CSP Solver, Python 3

- Developed an algorithm to solve constraint satisfaction problems given a set of constraints.

Forward Kinematics Arm, C++/OpenGL

- Utilized OpenGL to dynamically animate 3 joints of an arm using forward kinematics equations