Erinc Argimak

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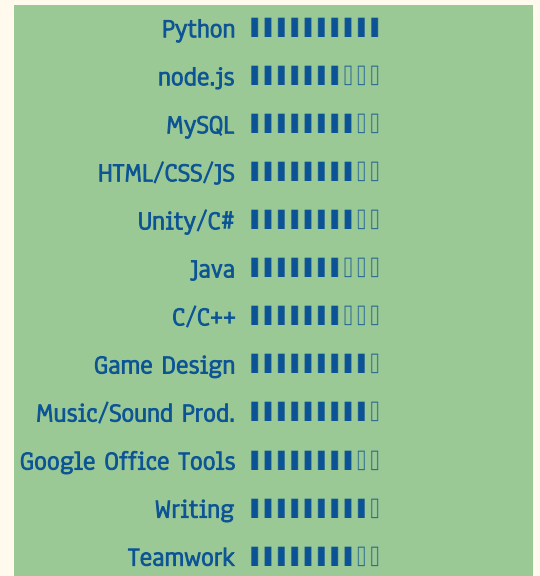argimak.e@husky.neu.edu | erar93@gmail.com

/erincar

bc : Tailsnatching | A Frame Intact | Topal

Aspiring Game Design M.S. student with a B.S. degree in Computer Science. Endeavoring progress and achievement in game design and information systems. Proficient in Web, scripting and game development technologies. Enthusiastic about social/environmental progress. Self-published music on the Internet.

Interests: Design, Arts, Music, Interactive Media, Social Sciences, Philosophy, Computer Science, Information Technologies, Economics and Business, Ecology, Sustainability

Skill	Level
Python	▮▮▮▮▮▮▮▮▮
node.js	▮▮▮▮▮▮▯▯▯
MySQL	▮▮▮▮▮▮▮▯▯
HTML/CSS/JS	▮▮▮▮▮▮▮▯▯
Unity/C#	▮▮▮▮▮▮▮▯▯
Java	▮▮▮▮▮▮▯▯▯
C/C++	▮▮▮▮▮▮▯▯▯
Game Design	▮▮▮▮▮▮▮▮▯
Music/Sound Prod.	▮▮▮▮▮▮▮▮▯
Google Office Tools	▮▮▮▮▮▮▮▯▯
Writing	▮▮▮▮▮▮▮▮▯
Teamwork	▮▮▮▮▮▮▮▯▯

Education

Northeastern University
M.S., Game Science & Design (2019)
GPA: 4.00/4.00

Middle East Technical University
B.S., Computer Science (2017)
GPA: 3.18/4.00

Istanbul High School
Turkish Diploma & Abiturdiplom (2012)
Abitur: 2.9

Experience

Graduate Research Assistant, Jul 2017 - present
Northeastern University
Data collection, organization, visualization & analysis for STEM-C 'Building Systems from Scratch'. Data analysis pipeline: MySQL -> flask -> R

Student Assistant, Oct 2016 - Jun 2017
Middle East Technical University
Assisted students during lab sessions in 'C for Engineering Students' course.

Intern, Jun 2015 - Aug 2015
Innova IT Solutions
Researched, used and reported Android application UI test tools such as 'Monkey'.

Student Assistant, Oct 2012 - Jun 2013
Middle East Technical University, DBE
Attended to Self Access Center and SAC Library, converted all analog audiobooks into digital.

Projects

Sign Language Recognition   May 2017
For our Machine Learning class, we developed an application that recognizes the characters of American Sign Language in runtime, using the input from Leap Motion and the **Unity** SDK.
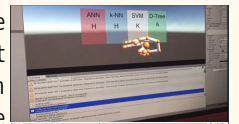
Personal Game & Music Portfolio   Apr 2017 - present
A personal website that hosts my music and game projects, using jQuery and static HTML/CSS, Phaser.io for the games.

Smart Shopping List   Oct 2016 - Jun 2017
For our senior project, we developed a mobile shopping list application that recommends items to the list from supermarkets' databases. I have developed the REST API of the application using the Python **Django** framework, and worked a little on the frontend.

Dashboard Application   Dec 2016
We developed a user specific web dashboard application using the Python Django Framework for our 'Scripting Languages' class. Users are able to dynamically create a dashboard of any size and add their desired components by picking them from a list.

Soccer Scores Website Parser & Analyzer   Jul - Aug 2016
As a team of 4, we developed a crawler & scraper for a website called 'zuluBet' that adds daily soccer predictions. We analyzed the data with **Machine Learning** technologies and custom scripts. (https://github.com/erincar/zuluParse)

Additional Notes

+ Did test projects with Angular, Android Studio, Docker
+ Did class projects with Processing

# Games
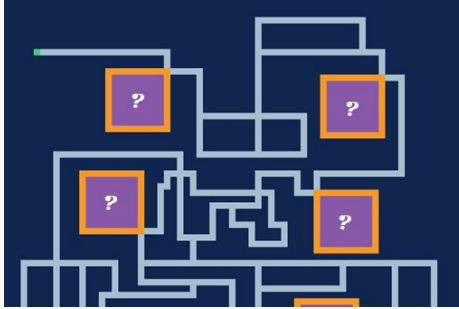
Game of Procrastination Mar - Apr 2018
'Psychology of Play' Class Project
HTML5 / JS / Phaser

A research game that presents a maze to the player that has to be completed within the time. There are 'traps' that give the player the incentive to procrastinate, by showing internet 'memes'. The player actions were collected and saved to a database to be analyzed.
Team: Kyros Jalife, Erinc Argimak

Design & Programming
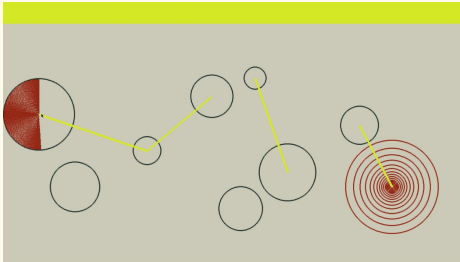
Buffer (Prototype) Jan 2018 - present
Global Game Jam 2018 Entry (Theme: Transmission)
Python / Pygame

A timing/strategy game where you need to transform the matter in the nodes to the target node within limited time, but the connections between nodes appear and disappear constantly.

Design & Programming

Intergalactic Dance Robot (Prototype) Nov - Dec 2017
Game Design Class - Digital Game Project
Unity / C#

A rhythm-based dancing game where you need to match the positions that come towards you and collect the orbs to survive and keep dancing.
Team: Alex Coburn, Barru Tolety, Kyros Jalife, Erinc Argimak

Part of Design & Lead Programming

**Under the Sea (Prototype)** Sep - Nov 2017
Game Design Class - Analog Game Project
Analog Board Game

A competitive board game where players are in control of monsters, each having distinct skills. When entering the center area, monsters become invisible and only leave the trace of their previous location each time they move. The goal is bring the trophy at the central cell back to starting location.
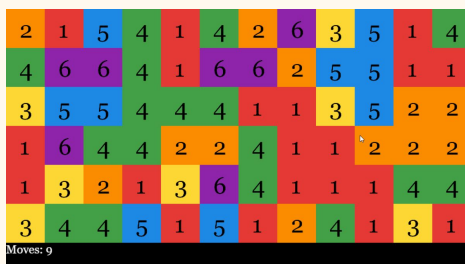**Team:** Xiao Yu, Anqi Liu, Zhu Ge, Wenqi Fan, Erinc Argimak

Design & Testing
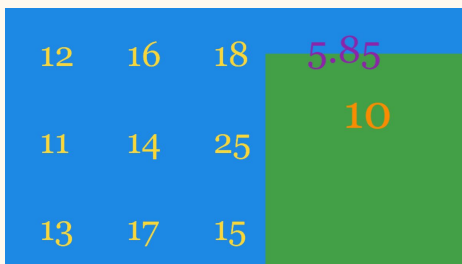
Series (Prototype) Jul 2015 - Updated Feb 2018
Personal Project
HTML5 / JS / Phaser

A reflex-based game where you need to press consecutive numbers in limited amount of time. Each successful press earns a little bit of time. Compete up to a designated score or survive as long as you can.

Design & Programming

Colors (Prototype) May 2014 - Updated Feb 2018
Personal Project
HTML5 / JS / Phaser

A grid-based puzzle game where cells can be incremented only if they have an adjacent cell which is the next value. The goal is to make all the cells the same color.

Design & Programming