Erinc Argimak

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/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

Languages: Turkish (Native), English (Fluent), German (Proficient)

Skill	Level
Python	▮▮▮▮▮▮▮▮▮
node.js	▮▮▮▮▮▮▯▯▯
MySQL	▮▮▮▮▮▮▮▯▯
HTML/CSS/JS	▮▮▮▮▮▮▮▮▯
Unity/C#	▮▮▮▮▮▮▮▮▯
Java	▮▮▮▮▮▮▯▯▯
C/C++	▮▮▮▮▮▮▯▯▯
Git	▮▮▮▮▮▮▮▯▯
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'.
MySQL, flask (RESTful API), R

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

Intern, *Jun 2015 - Aug 2015*
Innova IT Solutions
Researched, used and reported Android application UI test tools including 'Monkey' and 'MonkeyRunner'.
**Java, Android Studio, UI Testing**

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.
Database Management, Sound Editing on Audacity

Projects

Sign Language Recognition   *May 2017*
Machine Learning Class Project

+ Recognizing American Sign Language Symbols in runtime
+ Leap Motion & **Unity** SDK
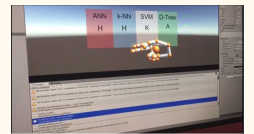
Personal Game & Music Portfolio   *Apr 2017 - present*

+ HTML5/CSS/JS
+ **Phaser.io** for games

Smart Shopping List   *Oct 2016 - Jun 2017*
Undergraduate Senior Year Project

+ Mobile Shopping List Application
+ Supermarket Database Integration and Item Recommendation
+ **Xamarin** on the frontend
+ RESTful API using **Python Django**

Dashboard Application   *Nov - Dec 2016*
'Scripting Languages' Term Project

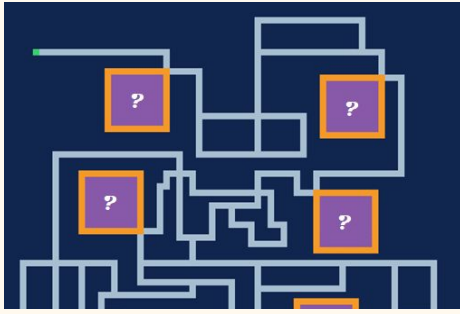+ User Specific Web Dashboard App
+ Django, **jQuery, AJAX**

Soccer Scores Website Parser & Analyzer   *Jul - Aug 2016*
Summer Internship Project at METU

+ Crawler & Scraper for 'zuluBet' that adds daily soccer predictions.
+ Prediction Filtering using **WEKA** and custom Python scripts.

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.
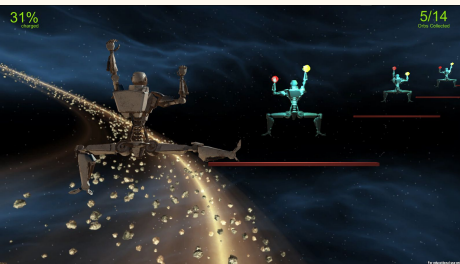**Team:** Kyros Jalife, Erinc Argimak

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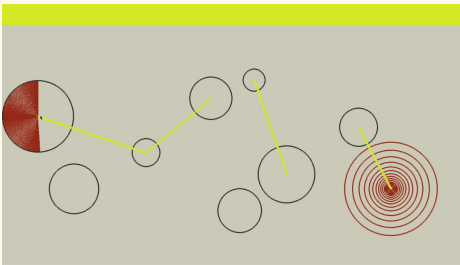
Buffer (Prototype) *Jan 2018*
Global Game Jam 2018 Entry (Theme: Transmission)
Python / Pygame

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.
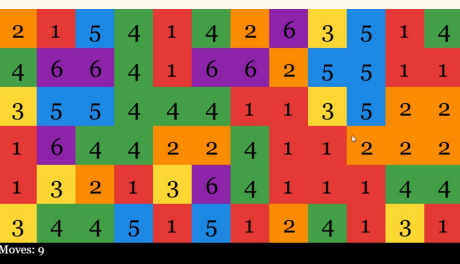**Team:** Xiao Yu, Anqi Liu, Zhu Ge, Wenqi Fan, Erinc Argimak

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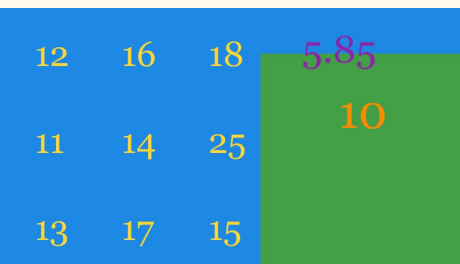
Series (Prototype) *Jul 2015 (Updated Feb 2018)*
Personal Project
HTML5 / JS / Phaser

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