Erinc Argimak

https://erincar.github.io

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/erincar

bc : Tailsnatching | A Frame Intact

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 and scripting technologies. Enthusiastic about social/environmental progress. Composing music for 8 years, producing electronic music for 5 years.

Interests: Game Design, Computer Science, Cognitive Science, Artificial Intelligence, Ecology, Music and Arts, Psychology, Social Sciences, Blockchain technology.

Skill	
Python	▮▮▮▮▮▮▮▮▮▮
REST API	▮▮▮▮▮▮▮▯▯▯
MySQL	▮▮▮▮▮▮▮▮▯▯
HTML/CSS/JS	▮▮▮▮▮▮▮▮▯▯
Unity/C#	▮▮▮▮▮▮▮▮▯▯
Java	▮▮▮▮▮▮▮▯▯▯
C/C++	▮▮▮▮▮▮▮▯▯▯
Game Design	▮▮▮▮▮▮▮▮▮▯
Music/Sound Production	▮▮▮▮▮▮▮▮▮▯
Google Office Tools	▮▮▮▮▮▮▮▮▯▯
Writing	▮▮▮▮▮▮▮▮▮▯
Teamwork	▮▮▮▮▮▮▮▮▯▯

Education

Northeastern University
M.S., Game Science & Design (2019)

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

Research Assistant, *Sept 2017*
Northeastern University
Data collection, organization, visualization & analysis for STEM-C 'Building Systems from Scratch'.

Student Assistant, *Oct 2016 - Jun 2017*
Middle East Technical University
Lab Assistant for 'C for Engineering Students' course.

Intern, *Jun 2015 - Aug 2015*
Innova IT Solutions
*Researching, trying and presenting of Android application test tools.*

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.
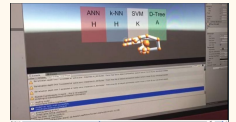
Personal Game & Music Portfolio   *Apr 2017 - current*

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)

Games
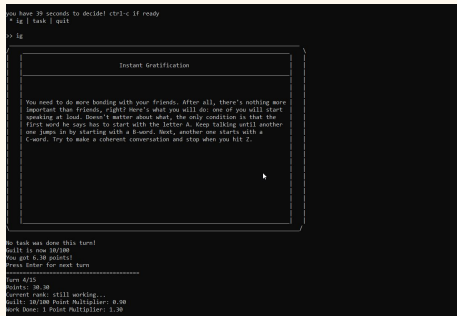
Game of Procrastination (Prototype) *Jan - Feb 2018*
'Psychology of Play' Class Project
Python / Text Based (Planning Board Game)

A game where the group of players should debate and decide what to choose for next turn: To try to complete a task or to get instant gratification with the wonders of the internet? Tasks are boring and demand effort, success is uncertain. The goal is to finish the game at a position you are satisfied with.
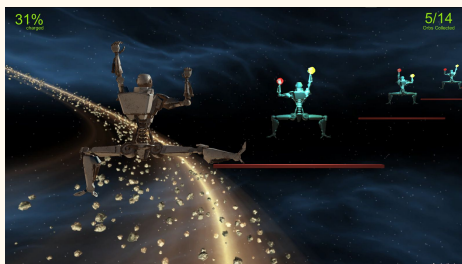**Team:** Kyros Jalife, Erinc Argimak
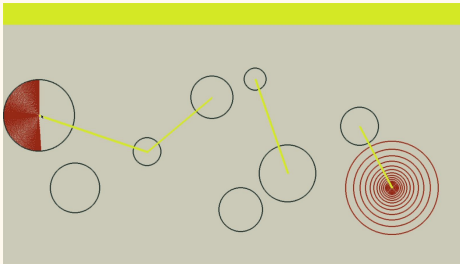
Buffer (Prototype) *Jan 2018 - ongoing*
Global Game Jam 2018 Entry (Theme: Transmission)
Python / Pygame

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 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.
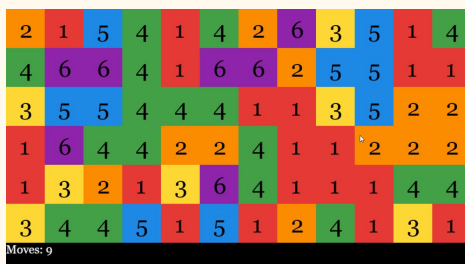**Team:** Xiao Yu, Anqi Liu, Zhu Ge, Wenqi Fan, Erinc Argimak
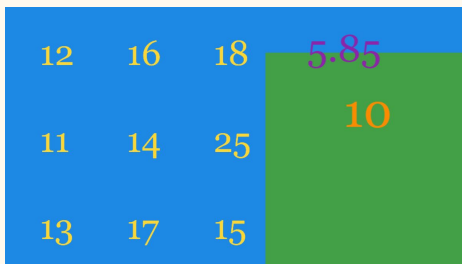
Series (Prototype) *Jul 2015 - Updated Feb 2018*
Personal Project
HTML5 / JS / Phaser

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