

Jiyan M. Ayhan

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EDUCATION

The George Washington University
Bachelor of Science in Computer Science, Minor in Philosophy
• Started and operated a game development club

Washington, DC
Graduated May 2024

SKILL

- **Languages:** C++, Python, SQL, Bash, C#, Java, C, PHP, JavaScript, HTML, CSS
- **Tools:** Git, Linux, AWS, Docker, TCP/IP, Postman, Unreal Engine, Godot, Blender
- **Frameworks/Libraries:** React.js, Node.js, TensorFlow, Pandas, Plotly, Selenium

EXPERIENCE

Software Engineer
Kokosh

Bethesda, Maryland
December 2023 - Present

- Developed a managerial web application that integrates electronic shelf labels with the Square API, to display updated price and discount information in real-time.
- Designed and implemented a dynamic pricing algorithm that advises on price adjustments based on real-time market conditions, stock quantity, and customer demand, optimizing competitiveness and revenue.
- Automated order placement processes on vendor and producer websites using Selenium.

Data Engineering Intern
ING Bank

Istanbul, Turkey
May 2023 - August 2023

- Preprocessed customer data to train models specialized in credit risk assessment and customer behavior prediction, by utilizing various data cleaning and normalization techniques.
- Cleaned raw data tables using Pandas, by removing duplicate entries, handling missing values, and converting data types to ensure data integrity.
- Optimized SQL queries with impactful results in execution speed.

Research Assistant
GWU School of Engineering and Applied Science

Washington, DC
May 2022 - August 2022

- Automated, using Bash and Python, the procedure of quantifying throughput and energy consumption metrics of simulated distributed servers, to facilitate performance measurement of load balancing algorithms.
- Implemented various load balancing algorithms in C, optimizing the distribution of computational tasks across available resources, minimizing latency and maximizing resource utilization on edge clouds. [Github](#)

Web Developer
Moradam Digital Agency

Istanbul, Turkey
September 2020 - June 2021

- Developed and maintained web applications using PHP and WordPress.
- Designed and implemented scalable SQL databases for e-commerce websites.

PROJECT

Dragg Survivor : Published a 3D physics-based action roguelike game, built with Godot Engine. [Google Play](#) / [Github](#)

Data Visualizer : Developed a Plotly data visualization application for the National Institute of Standards and Technology to conduct analysis of the accuracy of their Fire Dynamics Simulator. [NIST](#)

Kii Chat : Implemented a client-server model chat application using sockets in Java. [Github](#)

Tank Mechanics : Developed tank combat mechanics using C++ and Unreal Engine. [Youtube](#) / [Github](#)

Froots : Made a game under 48 hours for Global Game Jam 23' as the GW Game Development Club. [Itch.io](#)

StorybookGen : Integrated multiple generative AI models to produce digital story books with images and audio.

OTHER

Languages : English, Turkish, Kurdish