

Jiyan M. Ayhan

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Education

Computer Science & Philosophy (Double Major), George Washington University

August 2019 - * May 2024

- Founder & President of [Game Development Club](#)
- GPA 3.61

Experiences

Research Assistant, George Washington University

May 2022 - August 2022

- Automated the process of measuring throughput and energy consumption of complex distributed systems, with Python and Bash
- Wrote load balancing algorithms in C, to improve efficiency of edge cloud systems. [See on GitHub](#)

Web Developer, Moradam Digital Agency

September 2020 - June 2021

- Developed and maintained web applications, in HTML/JavaScript & React.js, with Node.js on the backend
- Designed both SQL and NoSQL database systems for our clients, mainly ecommerce websites

Technical Skills

Languages : C++, Python, C#, Java, C, JavaScript, HTML, CSS, SQL, Bash

Tools : Linux, Git, Github, Docker, Unreal Engine, Godot

Frameworks/Libraries : PyTorch, TensorFlow, OpenCV, Pandas, React.js Node.js, Puppeteer.js, Selenium

Projects

AI Story Generator : Working on interactive dynamic story generation using multiple generative AIs, like stable diffusion and openAI, to produce digital story books with images and audio, as my capstone project

Sentiment Analysis ML : Trained machine learning models on imdb reviews using Tensorflow and Pandas

Google Review Scraper : Scrape google map reviews in JSON format for a given location, built with Puppeteer.js

Chat Application : Send and receive text with multiple users, built with Java ServerSocket

Froots (2D Game) : Made in 48 hours for Global Game Jam 2023, powered by Godot, [Play on itch.io](#)

Blitzkrieg (3D Mechanics) : Tank combat mechanics, developed with C++ and Unreal Engine, [Watch demo](#)

Additional Information

Languages: English, Turkish, Kurdish