

# Jiyan M. Ayhan

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## EDUCATION

**The George Washington University**  
*Bachelor Of Science in Computer Science, Minor in Philosophy*  
• Founder & Ex-President of GW Game Development Club

**Washington, DC**  
*Graduated May 2024*

## TECHNICAL SKILLS

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

## RELEVANT EXPERIENCE

**Software Engineer**  
*Kokosh*

**Bethesda, Maryland**  
*December 2023 - Present*

- Designed and implemented an algorithm for dynamic price adjustment based on real-time market conditions, inventory levels, and customer demand. This system informs pricing strategies to maximize competitiveness and revenue.
- Developed and managed an inventory database system, and automated the processes of tracking, purchasing, restocking of inventories using Selenium.
- Created the store website, ensuring a seamless user experience by implementing responsive design, optimizing site performance, and integrating features like shopping and loyalty programs.

**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 using the Pandas library in Python, by removing duplicate entries, handling missing values, and converting data types to ensure data integrity.
- Optimized SQL queries to improve performance, resulting in up to 15% decrease in customer database query execution times.

**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, which facilitated the performance measurement of new features.
- 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 in HTML/JavaScript with Node.js on the backend, ensuring their functionality, responsiveness, and user-friendliness.
- Designed and implemented SQL database systems for our clients, mainly ecommerce websites, optimizing data storage and retrieval for efficient performance.

## PROJECTS

**FDS Visualization:** Developed a Plotly data visualization application for the National Institute of Standards and Technology (NIST) to conduct analysis of the accuracy of Fire Dynamics Simulator model output.

**Dragg :** Published a 3D rogue-lite survival game, designed to be played with one finger. [Play](#) / [Github](#)

**StorybookGen (Capstone Project) :** Developed a dynamic story generator, combining multiple generative AI models to produce digital story books with images and audio.

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

**Froots :** Made a game under 48 hours for Global Game Jam 23', with GW Game Development Club. [Play](#)

**Tank Mechanics :** Developed tank combat mechanics, with C++ and Unreal Engine. [Watch](#) / [Github](#)

## ADDITIONAL INFORMATION

**Languages :** English, Turkish, Kurdish