Jiyan M. Ayhan

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EDUCATION

The George Washington University

Washington, DC

Bachelor Of Science in Computer Science, Minor in Philosophy

Graduated May 2024

• Founder & Ex-President of GW Game Development Club

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, 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

Washington, DC

GWU School of Engineering and Applied Science

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

Istanbul, Turkey

Moradam Digital Agency

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

Blitzkrieg: Developed tank combat mechanics, with C++ and Unreal Engine. Watch / Github

ADDITIONAL INFORMATION

Languages: English, Turkish, Kurdish