Jiyan M. Ayhan

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Education

The George Washington University, Computer Science BS & Philosophy BA

August 2019 - Present

GPA: 3.79

Experiences

Undergraduate Research Assistant, The George Washington University

May 2022 - August 2022

- Implemented load balancing algorithms with C
- Built automation scripts with Python, that measures throughput and energy consumption of a client-server system
- Setup networks using cloud, in CloudLab
- [Github Repo](#)

Software Developer, Moradam, Istanbul, Turkey

September 2020 - June 2021

- Developed and maintained web applications
- Gained backend development experience with Node.js and MySQL

Extracurricular

Founder & President of [Game Development Club](#), The George Washington University

August 2022 - Present

- Club's purpose is to bring students who are interested in game development and design, and encourage them to form teams, develop games and join game jams

Tourism Delegate, Fatih Municipality, Istanbul

June 2017 - September 2017

- Guided tourists around historical tourist attractions and museums in Istanbul.

Technical Skills

Programming Languages: C++, C, JavaScript, Python, Java, Bash Shell, SQL (MySQL, SQLite3), NoSQL (MongoDB), GDScript

Frameworks/Tools:

- **Web:** HTML, CSS, Node.js, Express.js, Puppeteer.js,
- **Game Development:** Unreal Engine 5, Godot, Adobe Photoshop, Aseprite
- **Data Science:** TensorFlow, Pandas
- **Others:** Git, Github, Docker

Personal Projects

[Chat Application](#)
- Developed a chat application using Java ServerSocket
- Enabled multiple users to connect to servers, sending and receiving messages

[Froots (2D Game)](#)
- Participated in Global Game Jam 2023. Powered by Godot. [Play on itch.io](#)
- Playing as a transport cell, obtain resources like water, potassium and grow your tree

[Portfolio Website](#)
- Responsive design with HTML, CSS, JS

[Blog Website](#)
- Add and remove blog entries to MondoDB database, Node.js app

[Google Review Scraper](#)
- Programmed a google map review scraper using Puppeteer.js
- Output reviews of a place in Google Maps, in JSON format

[Blitzkrieg (3D Game Mechanics)](#)
- 3D Tank combat mechanics, developed with C++ and Unreal Engine
- [Demo Video](#)

[George Washington 2D](#)
- Leading the project and working on the game mechanics & programming, with Godot
- 2022-23 Annual project of Game Development Club @ GWU

Class Projects

OS Container Operating Systems
- Develop a container management system (similar to Docker) in xv6 operating system
- Added new features: threads, new kernel locks, new scheduling algorithm

[Shopping Service](#) Databases
- Developed a shopping website, using Python Flask and Sqlite3
- Users can sign up, edit their cart and checkout

Shell Application Systems Programming
- Built a command line shell application with C
- Allowed to create pipelines, run background tasks and redirect program output to files

Additional Information

Languages: English, Turkish, Kurdish