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, Django, TensorFlow, Pandas, Plotly, Selenium

RELEVANT EXPERIENCE

Software Engineer   **Bethesda, Maryland**
Kokosh   *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   **Istanbul, Turkey**
ING Bank   *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