# Jiyan M. Ayhan

(202) 702-0854 | mecitjiyan@gmail.com | linkedin.com/in/jiyan0 | Washington, DC 20002

## EDUCATION

**The George Washington University**                                                                                  **Washington, DC**
*Bachelor of Science in Computer Science, Minor in Philosophy*                                                 *May 2024*

## SKILL

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

## EXPERIENCE

**Software Engineer**                                                                                               **Bethesda, Maryland**
*Kokosh*                                                                                                       *December 2023 - Present*
• Developed a managerial web application that integrates electronic shelf labels with the Square API, to display updated price and discount information in real-time.
• Designed and implemented a dynamic pricing algorithm that advises on price adjustments based on real-time market conditions, stock quantity, and customer demand, optimizing competitiveness and revenue.
• Automated order placement processes on vendor and producer websites using Selenium.

**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 tables using Pandas, by removing duplicate entries, handling missing values, and converting data types to ensure data integrity.
• Optimized SQL queries with impactful results in execution speed.

**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, to facilitate performance measurement of load balancing algorithms.
• 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](Github)

**Web Developer**                                                                                                    **Istanbul, Turkey**
*Moradam Digital Agency*                                                                                        *September 2020 - June 2021*
• Developed and maintained web applications using PHP and WordPress.
• Designed and implemented scalable SQL databases for e-commerce websites.

## PROJECT

**Dragg Survivor :** Published a 3D physics-based action roguelike game, built with Godot Engine. [Google Play](Google Play) / [Github](Github)
**Data Visualizer :** Developed a Plotly data visualization application for the National Institute of Standards and Technology to conduct analysis of the accuracy of their Fire Dynamics Simulator. [NIST](NIST)
**Kii Chat :** Implemented a client-server model chat application using sockets in Java. [Github](Github)
**Tank Mechanics :** Developed tank combat mechanics using C++ and Unreal Engine. [Youtube](Youtube) / [Github](Github)
**Froots :** Made a game under 48 hours for Global Game Jam 23' as the GW Game Development Club. [Itch.io](Itch.io)
**StorybookGen :** Integrated multiple generative AI models to produce digital story books with images and audio.

## EXTRACURRICULAR

**GW Game Development Club**
• Founded a student organization and served as its president for two years.
• Hosted collaborative events and workshops for programming, 3D modeling, and game engines.

## OTHER

**Languages :** English, Turkish, Kurdish