

## Jiyan M. Ayhan

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### Education

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**The George Washington University**, Computer Science BS & Philosophy BA

August 2021 - Present

GPA: 3.87

**Ege University**, Computer Engineering

September 2019 - June 2021

GPA: 3.41

### Experiences

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**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 computers, 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

**Technical Assistant**, TNT, Istanbul, Turkey

June 2018 - September 2018

- Repaired and replaced mobile phone parts

### Extracurricular

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

August 2022 - Present

- Started a student organization, and am serving as its first president
- 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.

## Personal Projects

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### Portfolio Website

- Responsive design with HTML, CSS, JS

### Blitzkrieg

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

### Chat Application

- Developed a chat application using Java
- Create channels with ServerSocket
- Enabled multiple users to connect to servers, sending and receiving messages

### Google Review Scraper

- Programmed a google map review scraper using Puppeteer.js
- Output reviews of a place in Google Maps, in JSON format

### Blog Website

- Add and remove blog entries to MondoDB database, Node.js app

## Class Projects

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### **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
- Containers are able to use only a restricted number of system resources
- Each container only has access to a subset of the file system

### Shopping Service Databases

- Developed a shopping website, using 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

## Technical Skills

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**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
- **Others:** Git, Github, Docker

## Additional Information

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**Languages:** English, Turkish, Kurdish