

# Alp Guldur

Level Designer

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Boston, MA

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## EDUCATION

### Northeastern University

Boston, MA | Sep 2018 – May 2020

- Master of Science in Game Science and Design

### CG Master Academy

Aug 2018 – Oct 2018

- Certificate in Level Design for Games by Emilia Schatz

### Purdue University

West Lafayette, IN | Aug 2014 – May 2018

- Bachelor of Science in Computer Graphics Technology

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## WORK EXPERIENCE

### Creasaur Entertainment, Level Designer Intern

May 2019 – Aug 2019

- Shipped two games on mobile platforms – physics-based puzzle and infinite runner
- Designed 100 puzzle levels and prototyped 8 puzzle mechanics
- Collaborated with programmers and designers in developing a level editor to increase efficiency in building levels

### Argedor Information Technologies, Software Engineering Intern

June 2016 – Aug 2016

- Developed a map-based UI framework for the automation project to collect, analyze and simulate data
- Implemented UI features for users to mark locations, save data in each marker, use heat maps and show traffic
- Built the framework using Java and Vaadin for high maintainability and prototyped the features with AngularJS

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## PERSONAL PROJECTS

### World's Edge, Doom (2016) Level

- Designed a narrative-driven single-player level with emphasis on exploration and combat
- Scripted enemy AI behaviors for combat encounters

### Ascension, Portal 2 Level

- Built a three-part puzzle combining several gameplay mechanics
- Playtested and iterated the puzzle based on 5 playtests a week

### Blockmesh Levels

- Designed 10 levels using composition, mental mapping, shape language and emotive design techniques
- Playtested one level each week and iterated the layout based on the player feedback

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## TEAM PROJECTS

### Cyber Grunt, Game Designer

- Collaborated with programmers in creating a 3D single-player top-down shooter game
- Designed the level and combat mechanics for fast-paced survival gameplay
- Playtested and balanced player and enemy abilities using C++ and Blueprint Visual Scripting

### Imugi The Dragon, Level Designer

- Designed 2 environment layouts for an underwater side-scrolling game
- Collaborated with artists to create an aesthetic of exploring a maze-like ocean

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## SKILLS

### Level Design

- Environment Layout Design
- Combat Encounter Design
- Puzzle Design
- Rapid Prototyping
- Narrative Design
- Documentation

### Programming

- C#, C++
- Unreal Blueprint Visual Scripting
- Java, JavaScript
- HTML, CSS, PHP, SQL

### Software

- Maya (5 years)
- Photoshop
- Unreal Engine 4
- Unity 3D
- Hammer Source Editor
- GitHub, Trello

### Languages

- English (Fluent)
- Turkish (Fluent)
- German (Intermediate)
- Italian (Intermediate)