

# Alp Guldur

Level Designer

+1-765-479-5810  
alpguldur@gmail.com  
www.alpguldur.com  
www.linkedin.com/in/alpguldur  
Boston, MA

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## EDUCATION

**Northeastern University**, Boston, MA

Master of Science in Game Science and Design, GPA: 3.17 / 4.00, *May 2020*

**Computer Graphics Master Academy (CGMA)**

Certificate in Level Design for Games, *August - October 2018*

**Purdue University**, West Lafayette, IN

Bachelor of Science in Computer Graphics Technology, GPA: 3.23 / 4.00, *Graduated May 2018*

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## EXPERIENCE

**Argedor Information Technologies**, Ankara, Turkey

**Software Engineering Intern**, *June – August 2016*

- Developed a map-based UI framework for the Turkish Ministry of Finance National Real Estate automation project to assist in collecting, analyzing and simulating data
  - Implemented several UI functions to let users search for places, use heat maps, switch to street view, show traffic, mark places, and save data in each marker
  - Built the framework using Java and Vaadin for high maintainability and reliability but also assessed AngularJS and JSF by developing quick prototypes
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## PROJECTS

**Metal Triumph**      *Level Designer*

- Collaborated with Computer Graphics students in developing a 2D single player game in Unreal Engine 4 for Windows PC
- Developed core gameplay mechanics of the player in Blueprints
- Designed and scripted AI behavior to create challenging gameplay
- Scripted environmental events and battles with Blueprints
- Ran playtesting sessions to gather feedback and improve gameplay, flow, and pacing

**Cyber Grunt**      *Game Designer*

- Cooperated with Computer Graphics students in creating a 3D single player top down shooter game in Unreal Engine 4 for Windows PC
  - Designed the level and game combat mechanics for fast paced survival gameplay
  - Balanced and fine-tuned player and enemies to create fun gameplay using C++ and Blueprints
  - Placed assets into the level and polished lighting to attain final quality
  - Implemented a health system for the characters
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## SKILLS

### Level Design

- Designing environment layout and level blockout
- Building combat spaces for cover-based shooter mechanics
- Implementing flow, pacing, narrative, and progression
- Prototyping, playtesting, tuning and balancing gameplay
- Scripting environmental and cinematic events
- Creating one-page design documents
- Lighting levels for guiding players and setting mood

### Programming

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

### Software

- Maya
- Adobe Photoshop
- Substance Designer
- Visual Studio, Eclipse

### Game Engines

- Unreal Engine 4
- Unity

### Languages

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