

Alp Guldur

Level Designer

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Boston, MA

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*

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 artists and programmers in developing a 2D platformer in Unreal Engine 4 for 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 programmers in creating a 3D single player top down shooter game in Unreal Engine 4 for PC
 - Designed the level and 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)