

Alp Guldur

Level Designer

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Boston, MA

EDUCATION

Northeastern University, Boston, MA

Master of Science in Game Science and Design, GPA: 3.42 / 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

Creasaur Entertainment, Ankara, Turkey

Level Designer Intern, *May 2019 – Present*

- Design levels and mechanics for a puzzle game on mobile platforms
- Collaborate with programmers and game designers in developing a level editor for building and playtesting levels

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

Imugi The Dragon **Level Designer**

- Built environment layouts of “Shallows” and “Abyss” levels
- Scripted player input, health, collectibles, and AI behavior
- Playtested the game and iterated the level design based on the player feedback

Circuitmania **Level Designer**

- Designed puzzle levels to teach the player each game mechanic and test their mastery
- Created top-down puzzle layouts
- Designed the gameplay mechanics

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
 - Balanced and fine-tuned player and enemies to create fun gameplay using C++ and Blueprints
 - Implemented a health system for the characters
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SKILLS

Level Design

- Building environment layout and level blockout
- Designing puzzle levels and mechanics for mobile games
- Implementing flow, pacing, narrative, and progression
- Prototyping, playtesting, tuning and balancing gameplay
- Scripting environmental events
- Creating one-page design documents

Programming

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

Game Engines

- Unity
- Unreal Engine 4

Software

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

Languages

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