**Alp Guldur**

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Boston, MA

*Level Designer*

**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

**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

**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

**Software**

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

**Game Engines**

* Unreal Engine 4
* Unity

**Programming**

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

**Languages**

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