Cem Alemdar

Software Developer, Game Designer

EXPERIENCE

■ **Gameplay Developer**

Tiramisu Studios,
April 2021 - Current

Designing and programming casual mobile games using C# in Unity. My responsibilities are; programming mechanics and systems from design documents, making sure the code is optimized for the target platforms, documenting how these systems work, and writing tools so that designers can easily modify them without touching the code

■ **Project Lead**

Worcester Polytechnic Institute, Sept 2019 – Oct 2020

Creating and leading a project for an audio-visualizer game called Tune Mountain using Spotify's Web API. I developed the website framework and integration between rendering, game physics, and player input. Worked on audio synchronization, procedural terrain generation, dynamic shaders, and project management

■ **Prototype Engineer**

Worcester Polytechnic Institute, Jun 2020 – Sept 2020

Worked on a medical device to better monitor a method called "Train of Four". It is a glove that monitors the twitching of the patient's thumb. My job was to make the device work on multiple axis of movement, collect more accurate data, and normalize the data collected

■ **Software Development Intern**

BaltiVirtual, Jun 2019 – Sept 2019

Was responsible that our AR, VR products were in the best possible condition for everyday user activity. Worked closely with Jira, Trello, Unity, Three.js, and automated testing using Cypress. Debugged on devices such as OculusRift, MagicLeap, HTCVive, ValveIndex, and many different mobile devices.

EDUCATION

■ **Worcester Polytechnic Institute 2016 - 2020**

Double Majored in:
  Computer Science, BS.
  Interactive Media & Game Development, BS.

Programming Languages
C++, C#, Java, JavaScript, HTML, CSS, Python, GLSL

Related Coursework
Object Oriented Design, Human Computer Interaction, Game Design, Interactive Electronic Arts, Game Engines, Computer Graphics, Machine Learning

CONTACT

📞 +1-508-353-2849
  +90-533-923-6803

🌐 calemdar.github.io

✉ cemalemdar98@gmail.com

SKILLS

Turkish **Native**
English **Fluent**
Spanish **Intermediate**
Web Engines **Comfortable**
WebGL **Comfortable**
Reaper **Intermediate**
Ableton **Intermediate**

Github **Comfortable**
Unity **Comfortable**
Unreal **Intermediate**
Maya **Intermediate**
Photoshop **Intermediate**
Drums **Semi-professional**