

Cem Alemdar

Software Developer, Game Designer

EXPERIENCE

- **QA Intern**
BaltiVirtual, USA
Worked to make sure our AR, VR products were in a good enough condition for everyday user activity. Worked closely with Unity, Three.js, and automated testing using Cypress
- **Project Manager/Software Engineer**
Worcester Polytechnic Institute, USA
Creating an audio-visualizer game called Tune Mountain using Spotify's web API. Creating a procedurally generated mountain as a direct representation of the song you pick.
- **Workshop Developer**
Fundesteam, Panama
Created Arduino based workshops that teach the basics of robotics and programming. These workshops were used to create a robotics curriculum for Panamanian public schools, and to encourage kids to learn more about technology and engineering
- **Design Lead/Producer**
Worcester Polytechnic Institute, USA
Acted as the team leader and organizer in the development of an artificial reality game hosted on campus. The development team was composed of twenty-five students distributed into five different sub-groups, one for each character in the game

EDUCATION

- **Worcester Polytechnic Institute**
2016 - 2020
Double Majored in:
 - **Computer Science, BS.**
 - **Interactive Media & Game Development, BS.**
- Related Coursework**
Software Engineering, Object Oriented Design, Human Computer Interaction, Web Dev, Game Design, Interactive Electronic Arts, Game Engines, Computer Graphics
- Languages**
C++, C#, Java, JavaScript, HTML, Python, Arduino, Node, GLSL

CONTACT

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SKILLS

Turkish Native	Github Comfortable
English Fluent	Unity Comfortable
Spanish Intermediate	Web games Intermediate
Drums Semi-professional	Photoshop Intermediate
Ableton Intermediate	MaxMSP Intermediate