Cem Alemdar

Technical Designer

Designer with a software engineering background. Team player with a creative passion and knows computers inside out.

WORK EXPERIENCE

Technical Designer
January 2022 – Present
Gybe Games, Istanbul, Turkey

- Wrote game design documents, pitched game ideas to publishers.
- Designed levels for every game the studio was working on.
- Created the levels in the Unity project, tested and iterated all of them.
- Wrote tools to be utilized by designers and artists.
- Worked closely with every person within the development pipeline

Gameplay Developer
April 2021 – January 2022
Tiramisu Studios, Istanbul, Turkey

- Designed and programmed casual mobile games using C# in Unity.
- Programmed mechanics and systems from design documents, making sure the code is optimized for the target platforms
- Documented how these systems work, and wrote tools so that designers can easily modify them without touching the code

Project Lead
September 2019 – October 2020
Worcester Polytechnic Institute, Worcester, MA

- Lead a project for an audio-visualizer game called Tune Mountain using Spotify's Web API.
- 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
June 2020 – September 2020
Worcester Polytechnic Institute, Worcester, MA

- Worked on a medical device to better monitor hand twitching.
- Was responsible for making the device work on multiple axis of movement, collecting more accurate data, and normalizing it.
- Optimized data collection by 5,000%. Replaced a MATLAB program with an Arduino program and a Python script that utilizes bluetooth.

Software Development Intern
June 2019 – September 2019
BaltiVirtual, Baltimore, MD

- Rigorously tested AR, VR products so that they 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.

CONTACT

- Istanbul, Turkey (Open to Remote)
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SKILLS

Software Tools:
- Unity
- Unreal Engine
- Sourcetree
- Arduino
- Maya
- Jira
- Looker
- Game Analytics
- Wwise

People skills:
- Empathetic communication
- Reliable and responsible
- Respectful
- Internally motivated
- Giving and responding to feedback

Languages:
- Turkish (Native)
- English (Fluent)
- Spanish (Conversational)

Programming Languages:
- C++
- C#
- JavaScript
- Java
- GLSL/HLSL
- Python

EDUCATION

Worcester Polytechnic Institute
Bachelor of Science
Double Major in Computer Science, Interactive Media & Game Development
Worcester, MA — May 2020

OTHER

- Founded and played in three different bands as a drummer