

# Cem Alemdar

Software Developer, Game Designer

## EXPERIENCE

### ■ Software Engineer

Worcester Polytechnic Institute, Sept 2019 – Current

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, and dynamic shaders

### ■ Prototype Engineer

Worcester Polytechnic Institute, Jun 2020 – Sept 2020

Working 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. I am working to make the device work on multiple axis of movement, collect more accurate data, and normalize the data

### ■ Software Development Intern

BaltiVirtual, Jun 2019 – Sept 2019

Worked to make sure our AR, VR products were in a good enough 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, HTC Vive, Valve Index, and many different mobile devices.

### ■ Workshop Developer

Fundesteam, Aug 2018 – Oct 2018

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

## 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, Machine Learning

### Programming Languages

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

## CONTACT

☎ +1-508-353-2849  
+90-533-923-6803

🌐 calemdar.github.io

✉ cemalemdar98@gmail.com

## SKILLS

Turkish Native

English Fluent

Spanish Intermediate

Drums Semi-professional

Ableton Intermediate

Reaper Intermediate

Github Comfortable

Unity Comfortable

Unreal Engine Intermediate

Photoshop Intermediate

MaxMSP Intermediate

Web engines Intermediate