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**	Unreal Engine	**Intermediate**
Drums	**Semi-professional**	Photoshop	**Intermediate**
Ableton	**Intermediate**	MaxMSP	**Intermediate**