Cem Alemdar

Software developer, Game Designer

EXPERIENCE

- **Project Manager/ Software Engineer**

  Worcester Polytechnic Institute, USA

  Worked with nine other students to create a visual path finding application for Brigham Woman's Hospital to be implemented in kiosks around the hospital

- **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

- **Event Manager**

  Turkish Dota League, Turkey

  Planned out and organized an e-sports tournament with a team of six people. I handled all communications between the team and venue. The event hosted 65 teams with over 300 participants. The event had a LAN final, semi-final and a prize pool of $1000

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, Social Issues in Games, Game Design

Languages
C++, C#, Java, JavaScript, HTML, Python, Arduino

CONTACT

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SKILLS

Turkish	**Native**	Github	**Comfortable**
English	**Fluent**	Unity	**Comfortable**
Spanish	**Intermediate**	Game Maker	**Intermediate**
Drums	**11 years**	Photoshop	**Intermediate**
Ableton	**Intermediate**	Maya	**Intermediate**
Reaper	**Intermediate**	Unreal Engine	**Beginner**