

# 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

## 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, Algorithms

Languages

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

## CONTACT



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## SKILLS

Turkish **Native**

English **Fluent**

Spanish **Intermediate**

Drums **11 years**

Ableton **Intermediate**

Github **Comfortable**

Unity **Comfortable**

Photoshop **Intermediate**

Maya **Intermediate**

Unreal Engine **Beginner**