

Cem Alemdar

Software Developer, Game Designer

EXPERIENCE

- **Project Manager/
Software Engineer**
Worcester Polytechnic Institute, Sept 2019 - Current
Creating 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 2019 - Current
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 collected
- **QA 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, Arduino, Node, GLSL, Racket, R

CONTACT

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- 🌐 calemdar.github.io

SKILLS

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|--------------------------------|-----------------------------------|
| Turkish Native | Github Comfortable |
| English Fluent | Unity Comfortable |
| Spanish Intermediate | Unreal Engine Intermediate |
| Drums Semi-professional | Photoshop Intermediate |
| Ableton Intermediate | MaxMSP Intermediate |