

# 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, Machine Learning
- Languages**  
C++, C#, Java, JavaScript, HTML, Python, Arduino, Node, GLSL

## CONTACT

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## SKILLS

Turkish <b>Native</b>	Github <b>Comfortable</b>
English <b>Fluent</b>	Unity <b>Comfortable</b>
Spanish <b>Intermediate</b>	Unreal Engine <b>Intermediate</b>
Drums <b>Semi-professional</b>	Photoshop <b>Intermediate</b>
Ableton <b>Intermediate</b>	MaxMSP <b>Intermediate</b>