Cem Alemdar

Software Developer, Game Designer

EXPERIENCE

- QA Intern
- Project Manager/ Software Engineer
- Workshop Developer
- Design Lead/ Producer

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

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.

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

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.

CONTACT

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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

SKILLS

Turkish Native

KISII Mative

Github Comfortable

English **Fluent**

Unity Comfortable

Spanish Intermediate

Unreal Engine Intermediate

Drums Semi-professional

Photoshop Intermediate

Ableton Intermediate

MaxMSP Intermediate

