Cem Alemdar

Software Developer, Game Designer

EXPERIENCE

- Project Manager/ Software Engineer
- Workshop Developer
- Design Lead/ Producer
- Event Manager

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

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 subgroups, one for each character in the game

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

Reaper Intermediate

Turkish Native Github Comfortable
English Fluent Unity Comfortable
Spanish Intermediate Game Maker Intermediate
Drums 11 years Photoshop Intermediate
Ableton Intermediate Maya Intermediate

Unreal Engine Beginner