

# Cem Alemdar

## Technical Designer

Designer with a software engineering background. Team player with a creative passion and knows computers inside out.

### WORK EXPERIENCE

#### Plugin Developer

October 2023 – Current

Capoom, Istanbul, Turkey

- Created an Unreal Engine 5 plugin using Slate in C++ for a procedural 3D asset generator.
- Created an Omniverse extension for the same procedural 3D asset generator using Python and Omniverse Kit.
- Created UI/UX designs for the plugins and implemented them.

#### Technical Designer

January 2022 – June 2023

Gybe Games, Istanbul, Turkey

- Wrote game design documents, pitched game ideas to publishers.
- Designed levels for every game the studio was working on.
- Created the levels in the Unity project, tested and iterated all of them.
- Wrote tools to be utilized by designers and artists.
- Worked closely with every person within the development pipeline.

#### Gameplay Developer

April 2021 – January 2022

Tiramisu Studios, Istanbul, Turkey

- Designed and programmed casual mobile games using C# in Unity.
- Programmed mechanics and systems from design documents, making sure the code is optimized for the target platforms.
- Documented how these systems work, and wrote tools so that designers can easily modify them without touching the code.

#### Project Lead

September 2019 – October 2020

Worcester Polytechnic Institute, Worcester, MA

- Lead a project for an audio-visualizer game called Tune Mountain using Spotify's Web API.
- Developed the website framework and integration between rendering, game physics, and player input.
- Worked on audio synchronization, procedural terrain generation, dynamic shaders, and project management.

#### Prototype Engineer

June 2020 – September 2020

Worcester Polytechnic Institute, Worcester, MA

- Worked on a medical device to better monitor hand twitching.
- Was responsible for making the device work on multiple axis of movement, collecting more accurate data, and normalizing it.
- Optimized data collection by 5,000%. Replaced a MATLAB program with an Arduino program and a Python script that utilizes bluetooth.

### CONTACT

- Istanbul, Turkey (Open to Remote)
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### SKILLS

#### Software Tools:

- Unity
- Unreal Engine
- Omniverse
- Sourcetree
- Arduino
- Maya
- Jira
- Looker
- Game Analytics
- Wwise

#### People skills:

- Empathetic communication
- Reliable and responsible
- Respectful
- Internally motivated
- Giving and responding to feedback

#### Languages:

- Turkish (Native)
- English (Fluent)
- Spanish (Conversational)

#### Programming Languages:

- C++
- C#
- JavaScript
- Java
- GLSL/HLSL
- Python

### EDUCATION

#### Worcester Polytechnic Institute

Bachelor of Science

Double Major in Computer Science,  
Interactive Media & Game Development  
Worcester, MA – May 2020

### OTHER

- Founded and played in three different bands as a drummer

**Software Development Intern****June 2019 – September 2019**

BaltiVirtual, Baltimore, MD

- Rigorously tested AR, VR products so that they were in the best possible 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, ValveIndex, and many different mobile devices.