

Alp Guldur

Game Designer

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Ankara, Turkey

EDUCATION

Northeastern University

- Master of Science in Game Science and Design

Boston, MA, USA | Sep 2018 – May 2020

CG Master Academy

- Certificate in Level Design for Games by Emilia Schatz

Aug 2018 – Oct 2018

Purdue University

- Bachelor of Science in Computer Graphics Technology

West Lafayette, IN, USA | Aug 2014 – May 2018

WORK EXPERIENCE

Creasaur Entertainment, *Level Designer Intern*

Ankara, Turkey | May 2019 – Aug 2019

- Shipped two games on mobile platforms – physics-based puzzle and infinite runner
- Designed 100 puzzle levels and prototyped 8 puzzle mechanics
- Collaborated with programmers and designers in developing a level editor to increase efficiency in building levels

Argedor Information Technologies, *Software Engineering Intern*

Ankara, Turkey | June 2016 – Aug 2016

- Developed a map-based UI framework for the automation project to collect, analyze and simulate data
 - Implemented UI features for users to mark locations, save data in each marker, use heat maps and show traffic
 - Built the framework using Java and Vaadin for high maintainability and prototyped the features with AngularJS
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PERSONAL PROJECTS

World's Edge, *Doom (2016) Level*

- Designed a narrative-driven single-player level with emphasis on exploration and combat
- Scripted enemy AI behaviors for combat encounters

Ascension, *Portal 2 Level*

- Built a three-part puzzle combining several gameplay mechanics
- Playtested and iterated the puzzle based on 5 playtests a week

Blockmesh Levels

- Designed 10 levels using composition, mental mapping, shape language and emotive design techniques
 - Playtested one level each week and iterated the layout based on the player feedback
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TEAM PROJECTS

Imugi The Dragon, *Level Designer*

- Designed 2 environment layouts for an underwater side-scrolling game
- Collaborated with artists to create an aesthetic of exploring a maze-like ocean

Cyber Grunt, *Game Designer*

- Collaborated with programmers in creating a 3D single-player top-down shooter game
 - Designed the level and combat mechanics for fast-paced survival gameplay
 - Playtested and balanced player and enemy abilities using C++ and Blueprint Visual Scripting
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SKILLS

Level Design

- Environment Layout Design
- Combat Encounter Design
- Puzzle Design
- Rapid Prototyping
- Narrative Design
- Documentation

Programming

- C#, C++
- Unreal Blueprint Visual Scripting
- Java, JavaScript
- HTML, CSS, PHP, SQL

Software

- Maya (7 years)
- Photoshop
- Unreal Engine 4
- Unity 3D
- Hammer Source Editor
- GitHub, Trello

Languages

- English (Fluent)
- Turkish (Fluent)
- German (Intermediate)