DILARA SEMERCI
GAMEPLAY PROGRAMMER

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EDUCATION

Carnegie Mellon University (CMU), Entertainment Technology Center (ETC), Pittsburgh, PA
Master of Entertainment Technology
May '14

Bogazici (Bosphorus) University, Turkey
Bachelor of Science in Computer Engineering (Graduated with Honor Degree)
June '12

Ecole Centrale Paris, France
Erasmus Exchange Program
June'11

SKILLS

Programming Languages: C/C++, C#, Java, JavaScript, HTML5, Lua, HaXe, ActionScript
Software: Unity3D, Corona SDK, Visual Studio, Eclipse IDE, Perforce, SVN

WORK EXPERIENCE

Game Design Intern - Schell Games, Pittsburgh
Summer '13
★ Worked closely with the lead designer of the story building mini-game for Lexica: a tablet-based Massive RPG targeted at ages 9-12.
★ Designed a level building and storytelling game, paper prototyped and play tested with the target audience.

Software Development Intern - IBM Global Technology Services (GTS), Istanbul
Summer '11
★ Developed a web-based Project Management System to be used in GTS department for keeping track of ongoing projects.
★ Programmed JavaServer Pages (JSP) that interfaced with MySQL database.
★ Worked together with 3 other programmers.

SHIPPED TITLES

Programmer/Co-Designer - HaluBuBum! *A fast-paced, shared screen, multi-player iPad game*
March '14
★ Co-designed and developed the gameplay from scratch in HTML5 as a personal project.
★ Ported from HTML5 to Corona SDK (Lua) and HaXe.
★ Worked alongside a UI/UX designer/artist.
★ Available on Apple AppStore.

ACADEMIC PROJECTS

Gameplay Programmer - Meaningful, artistic game inspired by the serious issue of bullying
Spring '14
Entertainment Technology Center, Team Serenity
★ Developing a 2D game on tablets (iOS & Android) using Unity3D (C#). Accelerometer and touch data are used as input.
★ Demo available on Apple AppStore and GooglePlay Store. (Game Title: Samsara)
★ Working in a multidisciplinary team of 7 for 16 weeks at CMU's ETC (Silicon Valley Campus).

Designer/Gameplay Programmer - Interactive Storytelling with Speech Recognition
Fall '13
Entertainment Technology Center, Team Kotodama Fruit Juice
★ Designed and developed a virtual, interactive stand-up comedy set using speech as input.
★ Supported lead programmer in integrating Microsoft's Speech Recognition API with Unity3D. Integrated Oculus Rift into the experience.
★ Worked in an interdisciplinary team of 5 for 16 weeks at CMU's ETC (Pittsburgh Campus).

Gameplay Programmer/Producer - Kid-friendly iPad app that allows kids to design for the laser cutter
Spring '13
Entertainment Technology Center, Team Lazer Mouse
★ Co-programmed a kid-friendly iPad app in HTML5 for Children's Museum of Pittsburgh to allow kids to design for the laser cutter.
★ Managed the team in a tight schedule.
★ Worked in an interdisciplinary team of 6 for 16 weeks at CMU's ETC (Pittsburgh Campus).

Gameplay Programmer/Producer/Sound Designer - Building Virtual Worlds
Fall '12
Entertainment Technology Center
★ Developed interactive prototypes in Unity3D (C#) for various platforms (Kinect, PS Move, Eye Tracker, MakeyMakey, Phidgets).
★ Worked in interdisciplinary teams of 4-5 for 2-3 weeks to develop the experiences.

Programmer - Ground Vehicle Navigation Using Wireless EEG
Spring '12
Bogazici University, B.Sc. Thesis Project
★ Developed a control system for steering a toy car with signals gathered from Emotiv Wireless EEG for B.Sc. Thesis Project.

Programmer - Treasure Hunter
Fall '11
Bogazici University, Robotics Class
★ Designed an autonomous treasure hunter Lego Mindstorms NxT for a 2-floor environment as a part of Robotics class.
★ Programmed the logic and algorithms in Java.

Programmer/Designer - QR Marks the Spot!
Fall '11
Bogazici University, Software Engineering Class
★ Designed and implemented a website for creating and playing location based games with QR codes.
★ Programmed JavaServer Pages (JSP) that interfaced with a MySQL database.
★ Worked together with 6 other programmers as a part of Software Engineering class.