

MICHAEL CARTER

GAME DESIGNER & DEVELOPER

CONTACT INFO

904-333-2684

mcarter9336@gmail.com

www.mikecartergamedev.life

TECHNICAL SUMMARY

Languages:

C#, C/C++, Assembly 68k, VB.Net, Java, Javascript, SQL, Python, Shell, Batch, Markup

Databases:

Oracle, PostgreSQL, My SQL Server, Sybase, Access

SOFTWARE SUMMARY

Engines:

UE5, UE4, Unity C#, Frostbite, RPG Maker

Application Environment:

Visual Studio, Easy68k, IntelliJ, Eclipse, HexEdit, Notepad++, Telerik, Silverlight, MS Office, Dreamweaver, Microsoft XNA

Version Control:

P4V, Git, TortoiseSVN, tsfserver

Familiar art tools:

Maya, Photoshop, Adobe Premiere, Spriter, Final Cut Pro, After Effects

EDUCATION

University of Central Florida-
Florida Interactive
Entertainment Academy:
M.S, Interactive Entertainment -
Programmer & Designer, 2019

Jacksonville University:
B.S., Computer Science, 2010
M.A., Mathematics, (unfinished)

PROFESSIONAL EXPERIENCE (CLICK ANY TO VIEW)



Cloud Chamber 2K Studio

Systems Designer - BIOSHOCK 4, Jan 2022 - present

- Feature ownership of 25+ gameplay systems including core systems in UE5.
- Pitched brand new features and brought them from concept to life.
- Highly collaborative environment in bringing back a beloved franchise.
- Designed AI activities and dictated their interactions with gameplay systems.



High Voltage Software

Technical Game Designer - FORTNITE, Feb 2021 - Jan 2022

- Implemented/Iterated/Polished game features in UE4.
- Followed strict code & BP review guidelines that had to pass through both High Voltage Software & Epic Games reviews.
- Worked on systems involving GAS, EQS, network relevancy, and more.
- Worked in cinematic workflows & trained by Epic Games team.



Electronic Arts Tiburon - contracted through Pro Unlimited

Associate Game Designer - MADDEN NFL 21, May 2020 - Feb 2021

- Created content for AAA live services for PC, console, and mobile using tools like Frostbite, SQL, XML, Java, and more.
- Designed & integrated player progression/objectives.
- Improved processes for content deployments for Madden live service team.
- Wrote documentation & participant in build reviews.

UCF, Florida Interactive Entertainment Academy

Technical/Gameplay/Cinematic Designer - MALEDICTION, Nov 2018 - Dec 2019

- Action platformer with multidisciplinary team of 17 developers in UE4.
- Designed/implemented core gameplay mechanics in C++/Blueprints.
- Created all the cinematic cutscenes, smart camera systems, and trailer.
- Created tutorial systems & designed player progression.

CGI Federal

Full-Stack Software Engineer C# & Java - January, 2015 - February, 2020

Florida State College at Jacksonville

Adjunct Math Professor - May, 2010 - January 2015

- Professor by age 19. Held positive reviews by students, co-workers, advisors.

SIDE PROJECTS (CLICK ANY TO VIEW)

WAITING FOR SUZY

- Designed/created a 3-D biometric first-person horror game in Unity.

RAPID PROTOTYPE PRODUCTION

- Designed and implemented six rapid prototypes, each created in two weeks in multidisciplinary teams of 4 in UE4 and Unity.

DATA DRIVEN GAME ENGINE: cross-platform game engine in C++.

SHARK PARK: Project lead & sole engineer for 2D Unity mobile game.

SEGA GENESIS ARCADE AIR HOCKEY: Created in assembly language.

BALLOON FIGHT: Recreated in OpenGL framework.