# MCHAELCARTER

GAME DESIGNER & DEVELOPER

### CONTACT INFO

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### 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

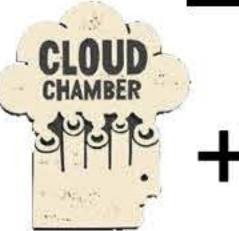
### Familiar art tools:

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

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 Al 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 GENSIS ARCADE AIR HOCKEY: Created in assembly language.

BALLOON FIGHT: Recreated in OpenGL framework.