MICHAEL CARTER
GAME DEVELOPER & PROFESSOR

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

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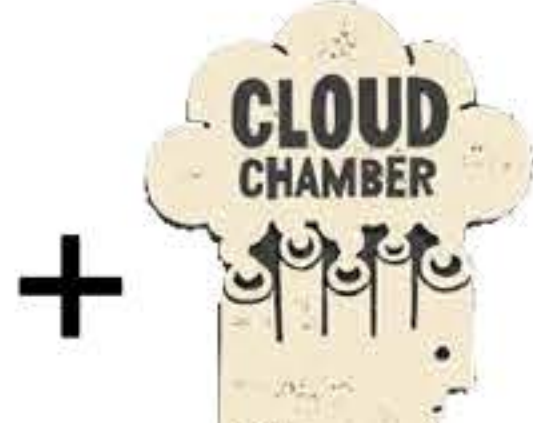**University of Central Florida- Florida Interactive Entertainment Academy:**
M.S, Interactive Entertainment - Programmer & Designer, 2019

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

PROFESSIONAL EXPERIENCE (CLICK TO VIEW MORE)

Cloud Chamber 2K Studio
Senior Systems Designer - BIOSHOCK 4, Jan 2022 - present
- Leading the development of various core gameplay systems & features in UE5.
- Pitched & delivered approved features from paper concept to production.
- Highly collaborative environment in bringing back a beloved franchise.
- Expanded beyond core responsibilities to contribute to AI, combat mechanics, and narrative design.

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, etc. Shipped during covid pandemic.
- 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
- Became a professor by the age of 19 with a B.S. in Computer Science. Held outstanding reviews given by students, co-workers, and 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 data driven game engine in C++.

BALLOON FIGHT: Recreated in OpenGL framework.

SEGA GENSIS ARCADE AIR HOCKEY: Created with Assembly Language 68K.

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