

MICHAEL CARTER

GAME DESIGNER

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:

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, Spriter, Sony Vegas, Final Cut Pro, After Effects

EDUCATION

University of Central Florida-
Florida Interactive

Entertainment Academy:

M.S, Interactive Entertainment -
Programmer/Designer Tracks, 2019

Jacksonville University:

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

PROFESSIONAL EXPERIENCE



High Voltage Software

(Game Designer - Technical)

Feb 2020 - Present



- "Engaged in co-development work with Epic Games on Fortnite"
- Implemented/Iterated/Polished game mechanics/systems in UE4
- Followed strict code/BP review guidelines that had to pass through both High Voltage Software & Epic Games reviews. Documentation.
- Worked on systems involving GAS, EQS, network relevancy, and more
- Worked in cinematic workflows & trained by Epic Games team
- Pitched/Implemented UE4 improvements



Electronic Arts Tiburon - contracted through Pro Unlimited

(Associate Game Designer)

May 2020 - Feb 2020

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

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UCF, Florida Interactive Entertainment Academy

(Technical Designer/Gameplay & Cinematic Designer on "Malediction")

Nov 2018 - Dec 2019

- Action puzzle platformer in UE4 with multidisciplinary team of 17 developers
- Designed/implemented core gameplay mechanics in C++/Blueprints
- Designed/created all cinematic cutscenes, smart camera systems, and trailer
- Created tutorial systems & played key role in mapping out player progression

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CGI Federal

(Programmer/Software Engineer)

January, 2015 - February, 2020

- Programmer for software applications with RFID integration
- Engineered/designed dynamic applications from the back-end to front-end
- Maintained live systems and servers to include application, service, and database deployments along with any general maintenance
- UX engineer/designer on several applications

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Florida State College at Jacksonville

(Adjunct Math Professor)

May, 2010 - January 2015

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

PROJECTS (CLICK ANY TO VIEW)

WAITING FOR SUZY - March 2019 - July 2019

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

RAPID PROTOTYPE PRODUCTION - Jan 2018

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

DATA DRIVEN GAME ENGINE: cross-platform game engine in C++ - May 2019

SHARK PARK: Project lead & sole engineer for 2D Unity mobile game - Aug 2018

SEGA GENESIS ARCADE AIR HOCKEY: Created in assembly language - Oct 2018

BALLOON FIGHT: Recreated in OpenGL framework - Dec 2018

TITLES SHIPPED

Fortnite - Mar 2021 | Madden 21 - Aug 2020 | Malediction - Dec 2019