

# Operation "Career"

Agent: **Eric Carter**

Location: 400 McLaughlin Dr. Santa Cruz, CA 95064

Electronic Contact: **GameDesignPassion@greenstorm.net**

Analog Voice Contact: **(831) 502 -0709**

## Primary Mission Objectives

- Practice the skills required to create amazing video games.
- Develop the Art of Video Games to be a powerful cultural influence.
- Use that influence to move society towards truth, righteousness and wisdom.

### Agents Qualifications\*:

\*This agent has been recruited from the "Gamer" division, his extensive training in that field of operations correlates directly with his usefulness for this mission. Each merit from the Gamer division is translated into equivalent Developer merits in the right column. Full reports of the included events are available upon request. Agents work prior to joining the agency follows on pg2.

---

Lead the first ever player run storyline in MMORPG A Tale In the Desert. "Otec's Curse" spanned several sessions and involved 7 mystical characters threatening the destruction of all civilization in Egypt. With minimal help from the developers, the cast was able to convince the Egyptians to band together and repay their wrongs against the ancient king.

- Excels at organizing small and medium sized groups to achieve a goal
- Capable of executing detailed plans
- Excellent experience banishing disbelief and creating convincing stories with limited resources
- Capable of adapting quickly to player demands and design flaws
- Able to "work inside the box" while thinking outside of it

---

Awarded Champion status on all of the following: Deathmatch, Capture the Flag, Assault and Domination in the "Godlike" league of the Unreal Tournament.

- Able to apply discipline and practice to acquire any skill
- Boy Scout mentality of Being Prepared, Being Capable, and Getting the Job done.
- Shows dedication through adversity

---

Began gaming shortly after birth and continued strong across over 4 generations of consoles and 6 operating systems. Various levels of experience with over a dozen other consoles and 4 more OS's. Has hosted LAN parties and explored using networking protocols such as IPX, UDP and TCP. Also has a comprehensive knowledge of hardware.

- Extensive knowledge of Windows (3.1-XP), Mac OS (7.6-10.3), and Linux, capable of acting as System Administrator for most of the above OS versions
- Familiarity with software, middleware and various development tools important to gaming.
- Professional computer networking installation and maintenance

---

Defender in "The Shard of the Herald" event. Protected the Crystal Prison from nefarious PK's who were hoping to release the demon Bael'Zharon.

- Showed loyalty and responsibility by pulling regular shifts in the 24 hour defense of the Crystals Inner Sanctum
- Earned the trust of the other defenders

---

Support Mage/Heal Spec'd Priest/Cleric

- Willing to accept any available position
-

## Work Experience:

### Documentation Services Intern for Borland Software Inc.

Designed, implemented, tested and optimized an XML link checker written in Python for over 20000 internal documentation files.

June 2005 until September 2005

Reason for Leaving: Internship Expired

Contact: Troy Klukewich Troy.Klukewich@borland.com

### System Administrator for Riverside Lighting & Electric

Implemented virus scanning, wireless solutions, a backup system, and a complete reinstall of a multi-machine Point-of-Sale and inventory system. Researched and wrote reports for several additional projects.

July 2004 until September 2004 (With occasional consultations thru 2005)

Reason for Leaving: School Term Began

Contact: Robert Casuga robbie@ucsc.edu

### Student System Administrator for UC Santa Cruz EOP

Maintained student computer labs, network and web servers, aided employees in technical learning and troubleshooting. Responsible for over 50 computers.

November 2002 until June 2004

Reason for Leaving: School Term Ended

Contact: Greg Blackwell (831) 423-7411

## Education:

Fourth Year Computer Science Student at University of California Santa Cruz

Congress-Bundestag Student Ambassador to Germany for 10 months

## Other Experience:

### Gameplay Lead of Team Battle Ballz

Participated in the development of a 30,000 line 3rd-person shooter in C++, featuring procedurally generated terrain, a season-long ranking system, 3D graphics, and networked multiplayer. Current releases available at BattleBallz.greenstorm.net

January 2006 until Present

Contact: Nathan Fillhardt nfillhar@ucsc.edu

### Creative Lead for Another Planet Studios

Played instrumental role in the design of game systems and storyline elements for "Siempre Chaos", a student project to create an unnamed Massively Multiplayer Online RPG/FPS set in a distant SciFi galaxy.

December 2002 until 2004

Reason for Leaving: Project Disbanded

Contact: Nathan Fillhardt nfillhar@ucsc.edu

### President and Founder of Hayfork High Schools Computer Club

Ran official meetings, organized gaming and technical events, and reported to the Principal and other student organizations.

March 99 until June 2001

Reason for Leaving: Graduated

Contact: Hayfork High School (530)628-5261



EDUCATIONAL OPPORTUNITY PROGRAMS

SANTA CRUZ, CALIFORNIA 95064

Robert Casuga  
Educational Opportunity Programs  
University of California, Santa Cruz  
121 Academic Resources Center,  
Santa Cruz, CA 95064  
(831) 459-4402  
robbie@ucsc.edu

June 11, 2004

Subject: Letter of Recommendation for Mr. Eric Carter

To Whom It May Concern:

Eric worked under my supervision as a student computer technician for the last two years. His responsibilities included maintenance of remote lab machines, loading and developing drive images for our common computers, technical and desktop support for our office of 10 full-time employees and 20 student workers, deployment of new hardware and software, hardware and software inventory, and research and development of new technologies for the office.

I was quite impressed by Eric's ability to quickly come to speed with all of our specialized and widespread technologies in our office. From our MS SQL server, to our Retrospect tape backup server, Macintosh server and desktops in both 9.x and 10.x flavors, and Windows 2000 and XP desktops, Eric is able to resolve our users problems quickly and efficiently, and if not, he is able to research the problem and learn how to resolve issues very quickly.

Overall, Eric is a very able employee. I certainly believe he has what it takes to do any sort of computer position, from tech support to programming. I strongly recommend Eric for any position in IT.

Sincerely,

A handwritten signature in black ink, appearing to read "Robert Casuga", written over a horizontal line.

Robert Casuga  
Coordinator, Computer Support