

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

- Create games that blur the lines between "playing" and "experiencing".
- 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*:

Lead the first ever player run storyline in MMORPG <u>A Tale In the Desert</u> . "Octec'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.	<ul style="list-style-type: none">-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.	<ul style="list-style-type: none">-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.	<ul style="list-style-type: none">-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.	<ul style="list-style-type: none">-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	<ul style="list-style-type: none">-Willing to accept any available position

*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.

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 Kluckewich 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:

Creative Lead and Game Tools Engineer for Another Planet Studios

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

December 2002 until 2004

Reason for Leaving: Project Disbanded

Contact: Nathan Fillhardt nfillhar@ucsc.edu

Gameplay Lead of Team Battle Ballz

Participated in the development of a 20,000 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

President 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