

Eric Carter

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Primary Mission Objectives:

- Hone the skills required to create amazing video games
- Create games that blur the lines between “playing” and “experiencing”
- Engage the evolution of video games as a powerful cultural influence for truth, righteousness, and wisdom

Skills

Adept	C/C++ (3 years), Python , XML Processing, Unix (10 years), Photoshop (3 years), SVN, UE3/UDK, Iterative Design, Script Writing, First Person Shooters
Skilled	Java, C#, Visual Studio.NET (2003, 2005), Drupal, UML, The GIMP, Game Maker Scripting(GML), Software QA, SCRUM , RPGs
Some Experience	OpenGL, HC11 Assembly, Shell Scripting, DirectX, PhysX, Graphic Design, git, tcl/tk, Farmville
Dabbled In	LUA, Android development, Eclipse, Flash development, Tabletop Wargames

Work Experience:

Creative Director/Vice President/Co-Founder

Carpe Chaos, LLC
April 2006-Present

My responsibilities as Creative Director included giving art direction, writing comic scripts, providing editorial feedback for other authors, coordinating internal art and writing teams and outsourced IT teams, generating a robust scifi IP as a backdrop for our stories, extensive fact checking for our stories and ideas, and providing graphic design guidance.

My managerial responsibilities included hiring and interviewing new employees and contractors, managing a team of 5-12 employees, handling company discipline, mediating conflict, overseeing website design for a .com company, automating technical tasks, shaping the development of company culture, scheduling production of several simultaneous projects across 5 employees, developing merchandise and monetization, and advising financial decisions.

While in this position, I have played the lead role in converting my hobby into a commercially available online product.

Technical Designer

Naked Sky Entertainment, Inc.
August 2007 – April 2009

As Technical Designer I was the MacGuyver of the team. My job was to make magic happen where no magic was meant to happen. I did things with the tools the programmers never intended (occasionally to their chagrin), and found inventive ways to implement other designers' dream features without consuming valuable programmer hours. Most of my work was done in a game engine in the early stages of development, but I didn't let the fact that my toolset was missing critical features stop me. I helped my team debug visual scripting, and provided guidance on how to use the tools more effectively, including training new designers on our internal tools. Additionally, I played a central role in unit/class balancing, level design, design documentation, and the development of new features. I worked as a Technical Designer on a canceled multiplayer expansion, Destroy All Humans: Path of the Furon, Star Trek: DAC, and a handful of rapid prototypes of other games.

Junior Programmer

Naked Sky Entertainment, Inc.
August 2006 – August 2007

At Naked Sky I completed a wide variety of programming tasks on Unreal Engine 3 and Nimbus, our internally developed 3D game engine. From quaternions, to menus, editor controls, physics APIs, and flying saucers, working at a startup meant I got to put my fingers in almost everything. I programmed in C++, UnrealScript, our in-house C-like scripting language, and a dash of python. As a programmer I worked on RoboBlitz, a canceled multiplayer expansion, Destroy All Humans: Path of The Furon, and several internal tools.

Education:

- I earned a Computer Science B.A. from the University of California: Santa Cruz with an emphasis in Software Methodology and Game Design.
- I acted as a Congress-Bundestag Student Ambassador to Germany for 10 months.
- I was a boy scout. If you're bleeding, drowning, or need to find shelter in the woods, you'll be glad you hired me.
- I developed 7 student games, including a gesture based tablet RTS in C#, a 3D 3rd-person networked deathmatch in C++, an accolade winning action RPG, a nerdy culture simulator, and a build-your-own robot combat game.

Additional information about all my projects is available at: GreenStorm.net/projects/
References available upon request.