

Eric Carter



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Senior Technical Designer

Bungie

September 2015 – January 2017

Senior Production Engineer

Bungie

December 2013 – August 2015 (1 year 9 months)

Technical Game Designer

Red 5 Studios

September 2011 – September 2013 (2 years)

Founder/Creative Director

Carpe Chaos

January 2009 – August 2011 (2 years 8 months)

Technical Designer

Naked Sky Entertainment

August 2007 – April 2009 (1 year 9 months)

Junior Programmer

Naked Sky Entertainment

August 2006 – August 2007 (1 year 1 month)

Games

Destiny, The Dark Below, House of Wolves, The Taken King, Rise of Iron, Destiny 2
Gunheart, Firefall, Star Trek DAC, Destroy All Humans: Path of the Furon, Roboblitz

Skills

Lua, Python, C#, C/C++, Batch
Unreal Engine, Unity, Photoshop
SVN, Mercurial, Perforce, git
Agile/SCRUM, TFS, Tableau

Specialities

Virtual Reality Gameplay
Console Memory Asset Optimization
Game Script Library Development
Tool/Workflow Design and Development

Leadership

Seven years experience directly managing employees
Extensive experience writing and executing mentoring and training plans
Leader of multidisciplinary teams developing highly usable tools to solve highly complex tasks
Extensive experience designing and executing training plans
Co-lead a startup with \$700,000 in venture capital

Education

University of California: Santa Cruz, Bachelor's in Computer Science

