

# Eric Carter



Email:

[gamedev@greenstorm.net](mailto:gamedev@greenstorm.net)

Phone:

(213) 814 8338

LinkedIn:

<http://www.linkedin.com/in/ericcarter>

Website:

<http://greenstorm.net>

## Senior VR Designer

Drifter Entertainment

January 2017 – March 2017

## Senior Technical Designer

Bungie

September 2015 – January 2017

## Senior Production Engineer

Bungie

December 2013 – August 2015

## Technical Game Designer

Red 5 Studios

September 2011 – September 2013

## Founder/Creative Director

Carpe Chaos

January 2009 – August 2011

## Technical Designer/Junior Programmer

Naked Sky Entertainment

August 2006 – August 2009

## Games

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

## Skills

Unreal Engine, Unity, Photoshop

Lua, Python, C#, Windows Batch

Agile/Scrum, TFS, Tableau

## Specialities

Virtual Reality Gameplay

Multiplayer Design

UX Design

Console Memory Asset Optimization

Game Script Library Development

Tool/Workflow Design and Development

## Leadership

Seven years experience directly managing employees

Extensive experience designing and executing training and mentorship plans

Adept at orchestrating cross-discipline collaborations

Excellent at defining expectations, milestone scheduling, and communication

## Education

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

