

# Eric Carter



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## Senior UX Design Engineer

Microsoft HoloLens  
January 2017 – Present

## Senior Technical Designer

Bungie  
December 2013 – January 2017

## Founder/Creative Director

Carpe Chaos  
January 2009 – August 2011

## Freelance Unreal Developer

Various  
January 2017 – April 2018

## Technical Game Designer

Red 5 Studios  
September 2011 – September 2013

## Junior Programmer/Technical Designer

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

VR/AR User Interaction and 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

