

Eric Carter



Email: gamedev@greenstorm.net
Phone: (213) 814 8338
LinkedIn: <http://www.linkedin.com/in/ericcarter>
Website: <http://greenstorm.net>

Senior UX Design Engineer

Microsoft HoloLens
April 2018 – Present

Senior Technical Designer

Bungie
December 2013 – January 2017

Founder/Creative Director

Carpe Chaos
January 2009 – August 2011

Freelance VR 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

