

Eric Carter



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Principal VR Designer

Oculus
June 2019 – Present

Principal Game Designer

Final Strike Games
September 2017 – April 2018

Technical Game Designer

Red 5 Studios
September 2011 – September 2013

Senior UX Design Engineer

Microsoft HoloLens
April 2018 – May 2019

Senior Technical Designer

Bungie
December 2013 – January 2017

Founder/Creative Director

Carpe Chaos
January 2009 – August 2011

Products

Facebook Horizon, Gunheart VR, The Nest VR, Mixed Reality Toolkit, HoloLens 2 NUX, Destiny, The Taken King, Rise of Iron, Destiny 2
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, Bachelors in Computer Science
10+ years AAA production experience

