Eric Carter

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Portfolio: http://greenstorm.net/games

Head of Design
Circuit Stream
February 2020 – Present

Principal VR Designer
Oculus
June 2019 – December 2019

Senior UX Design Engineer
Microsoft HoloLens
April 2018 – May 2019

Principal Game Designer
Final Strike Games
September 2017 – April 2018

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, Rocket Arena
Firefall, Star Trek DAC, Destroy All Humans: Path of the Furon, Roboblitz

Skills

Unreal Engine, Unity, Photoshop
C++, Lua, Python, C#
Agile/Scrum, TFS, Jira, Tableau

Specialities

VR/AR User Interaction and Gameplay
Multiplayer Design
Hand Tracking User Interfaces
Console Memory Asset Optimization
Tool/Workflow Design and Development

Leadership

7+ 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