

BRADEN CARTER - SOFTWARE DEVELOPER

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OVERVIEW

Graduated in 2008 with a Bachelor's degree in Game Development with a 3.6 GPA. Multiple years of experience developing software across several platforms including iOS and Android. Exposure to multiple positions involved in the development process providing a unique and well-rounded perspective of the SDLC. Consistently provides solutions to improve processes and optimize productivity. Succeeds in producing results when asked to take on new roles.

TECHNICAL EXPERTISE

Programming: C# with familiarity using HTML, CSS, JavaScript, and SQL

Source Control/Methodologies: Git, SVN, JIRA, Agile, Scrum

PROFESSIONAL EXPERIENCE

HappyGiant | Telecommute

May 2013 - Present

Programmer, UI/UX Developer

Oversee and develop UI creation process from design to implementation for all company projects using Photoshop, Unity3D and C#. Investigate, replicate, resolve and update end-users on reported issues.

- Utilized time tracking and task planning software(JIRA) to successfully hit delivery deadlines while working on concurrent projects.
- Provided clear documentation demonstrating current product status with resolution steps for any sub-par criteria for developed e-learning product requiring adherence to specific guidelines specified for people with disabilities.
- Developed scalable solution using Google Sheets to coordinate product localization for multiple languages/vendors, allowing vendors to work independently and reduce management overhead.
- Identified outdated development techniques; Researched and oversaw implementation of updated techniques, reducing workload and increasing development speed.
- Identified a bottle neck in the UI development pipeline, provided and refined a solution, decreasing implementation time by 40% and requiring less overall development maintenance.
- Provide detailed development documentation on utilized techniques and product setup to expedite new developer on-boarding.

Eyes Wide Games | Atlanta, GA

Feb 2011 - Apr 2013

Technical Artist / Project Manager

Interacted with clients and supervised the development of social games for digital media companies.

- Successfully led multiple teams in delivering developed products on time using Agile and Scrum methodologies.
- Brainstorm and provide solutions that ensured brand integrity of third party IP's through weekly guideline and development discussions with client's point of contact.
- Analyzed current content development procedures and provided a solution to increase productivity and team collaboration. Created an XML data wrapper which decreased development time of certain features by 50%.

Hi-Rez Studios | Atlanta, GA

Mar 2010 - Aug 2010

Tripwire Interactive | Atlanta, GA

Nov 2010 - Jan 2011

Quality Assurance Tester

Partnered with developers to create and execute test plans for new and existing features to ensure software integrity throughout development iterations.

- Created and developed testing documentation, procedures, and templates to establish consistency in test reports.