

Content

Résumé

Cover Letter

CustomizerThemes

PrintPublishShareExportReviewHelp

CARTER
LEBLANC
PROGRAMMER

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🐦 _carterLeBlanc

in carter-leblanc

🌐 CarterLeBlanc

Game programmer who specializes in C#, C++, and Java. Fluent in both Unity and Unreal Engine 4.

Skills

PROGRAMMING
LANGUAGES

C#
C++
Java

SOFTWARE

Unreal Engine 4
Unity
Raylib
Visual Studio
IntelliJ

SOURCE CONTROL

Git
Perforce

Education

Academy of Interactive Entertainment
Associates Degree Programming 2021

Aug. 2019 - July 2021

Projects

Relic

Feb. 2021 - June 2021

Short exploration game that takes place on an alien planet.
Created in Unreal Engine 4.
Collaborated in a team of 2 programmers and 3 artists.
I did the programming for the player movement, player combat, menus, item collection, UI, and I also made the music.

Withinnan

Nov. 2020 - Nov. 2020

Text based story game with branching paths.
Created during a 24 hour console only game jam.
Solo project made entirely by me.

Byte the Dust

May 2020 - July 2020

Arcade-style endless game where the player receives points for defeating enemies.
Created in Unity.
Collaborated with a team of 3 programmers and 3 artists.
I programmed the player movement, combat, UI, and enemy spawning.

Intergalactic Clicker

Apr. 2020 - May 2020

Simple clicker game that utilizes UI and buttons.
Upgrades can be purchased that advance the game.
Made in Unity.
Solo project.

Simple 2D Dungeon Crawler

Nov. 2019 - Dec. 2019

A small 2D dungeon crawler game with a few rooms.
Created using Raylib.
Programmed movement for player and enemies, room transition, attacks for both player and enemies.
Solo project.

Employment

Revature

Software Engineer

Jan. 2022

Worked as a software engineer utilizing Java mostly for the purpose of web development.

AIE

Programming Workshop Teacher

Dec. 2020 - Jan. 2021

Taught a small group of students during a weekend course.
Went over the basics of creating an arcade style game in Unity.

Volunteering

AIE · Ambassador

Aug. 2020 - July 2021

Assisted with school events such as orientation.
Tutored first year students to help them better understand class material.
Ran a history club.
Represented the school for events.

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