

# CARTER LEBLANC

## PROGRAMMER

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🐦 \_carterLeBlanc

in carter-leblanc

🌐 CarterLeBlanc

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

## Skills

### PROGRAMMING LANGUAGES

C#

C++

### SOFTWARE

Unreal Engine 4

Unity

Raylib

### 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

### AIE

Programming Workshop Teacher

Jan. 2021 - 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.