CARTER LEBLANC
PROGRAMMER

✉ cartermleblanc@gmail.com
📞 985-691-6228
🐦 _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	Aug. 2019 - July 2021
Associates Degree Programming 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.