
Joshua Carter

Programmer for Web and Games

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SKILLS

Roughly in order of experience

Languages

C++, C#, TypeScript, JavaScript, PHP, HTML, CSS, MySQL, JSON

Engines and Frameworks

Unity3D, Angular 4, XNA, OpenGL, WPF

Technologies and Tools

Amazon Web Services, Git, WinSCP, Git Bash

IDE's

Visual Studio, VSCode, Monodevelop, Brackets

EXPERIENCE

Academy of Interactive Entertainment, Melbourne

Programming Teacher

JUL 2012 - DEC 2015 (3.5 years)

I spent 1 year part time teaching the Cert II in IDMT (Games programming with C#, XNA, Mono). I then spent 2.5 years working full time teaching the Advanced Diploma programming course (C++, C#, Py, Js). I greatly enjoyed the work and was sad to see it end.

Responsibilities:

- Create programming lecture material, exercises, and examples.
- Debug student work. I consider this one of my stronger skills.
- Public speaking: conduct lectures and live demos/tutorials.
- Professional communication with students, teachers, and parents.
- Assess student competency.
- Teach transferable and extendable skills (avoid learning by rote).
- Give guidance and advice to students.

EDUCATION

Academy of Interactive Entertainment, Melbourne

Advanced Diploma of Professional Game Development - Programming

FEB 2011 - DEC 2012 (2 years)

I loved my time as a student at AIE. My teachers and peers were great. I was one of the top performers that year in programming and was offered a position teaching the Cert II course at the recommendation of my teacher.

Academy of Interactive Entertainment, Melbourne

Graduate Certificate in Entrepreneurship

FEB 2013 - AUG 2013 (6 months)

After finishing my Adv Dip, I spent some time in AIE's Incubator course where I acquired this qualification and was lucky enough to attend GDC in San Francisco.

Plenty Training, Melbourne

Certificate IV in Training and Assessment

DEC 2013 (2 weeks)

Once I started teaching full time at AIE, they arranged for a group of us to take a two week intensive course so that we could assess our students without needing the approval of another (qualified) teacher.

AWARDS

Global Game Jam 2014, Melbourne

Best Interpretation of the Theme

Adversarial Manifesto

<https://globalgamejam.org/2014/games/adversarial-manifesto>

REFERENCES

Caswal Parker - *Lead Programmer a Camshaft*

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Toan Kein - *Senior Program Manager at Microsoft*

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Aaron Cox - *Programming Teacher at AIE*

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Callan Winfield - *Web Developer*

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