

Carter Gale

Software Engineer

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Technical Skills

Programming Languages (years): C# (5), C++ (4), Java (10), JavaScript (Vue, Electron) (1), Python, Scala, Assembly, C

Build Managers: CMake, Maven, Gradle **Version Control:** Git, Perforce

Software: JProfiler, VisualStudio, YourKit, MS Office, IntelliJ/Android Studio, Eclipse, Rider

Databases: SQL, SQLite, PostgreSQL, MongoDB, JSON

Game Engines: Godot, Custom C++, Unity, Unreal

Relevant Work Experience

Senior Gameplay Engineer (Remote) Riot Games (March 2022 - June 2025)

- Created complex from-scratch ECS systems in a custom C++ multiplatform game engine
- Worked on core in-game features such as block placement, world editing brushes, inventory
- Created in game terrain forming and scene building “creative play” tools in C++
- Worked closely with designers, prototyping their ideas and then converting them to full features

Game Tools Engineer (Remote) Riot Games (March 2021 - March 2022)

- Improved asset design time to be 75% faster by writing a C++ graphical data node editor from scratch
- Improved level design speed significantly through automated tools and in-game level design tools
- Lowered server costs by moving level design from server-based to client-based
- Plan low-level tools and asset management architecture using a custom C++ game engine
- Implemented a proprietary scripting system based on Lua for modifying the functionality of tools

Gameplay Engineer & Team Lead (Indie) Wild Magic Studio (March 2023)

- Lead a team of 6 including artists and designers to release an indie game in the Godot engine
- Created and shipped a game as the sole engineer successfully launching on Steam
- Created save data, loading backends, physics systems, and more gameplay features

Tools Engineer (Remote) MrBeast LLC (May 2020 – March 2021)

- Saved thousands of dollars by increasing asset reuse by developing an asset database management software. This allowed the searching, tagging, and viewing of sounds, textures, and 3d models.
- Saved cost on hiring another developer by writing software that generated binding APIs through a web scraper

Gameplay Engineer Contractor (Remote) PepsiCo (July 2020 – September 2020)

- Created managerial training software that all PepsiCo managers in 2021 and onward must go through
- Lead client meetings and translate client desires into requirement documentation
- Implemented localization for all of PepsiCo’s languages

Systems Engineer Contractor (Remote) Reporters Without Borders (March 2020)

- Perform high-risk, time-sensitive Linux system setup and software engineering on short notice
- Fix bugs and patch issues as they arise in real time without disrupting the user experience
- Make sure the systems support the thousands of unique users we see every day

Other Interests

Dungeons & Dragons, Animation, Mechanical Keyboards, Board / Tabletop / Video Games, Theme Parks, Cooking, Brewing