Carter Gale
Software Engineer

Email ktarfive@gmail.com   GitHub github.com/ktar5   LinkedIn linkedin.com/in/ktar5/

EDUCATION

Obtaining a Bachelor of Science in Software Engineering at San Jose State University with a 3.5 GPA. Completed courses in Advanced Algorithms & Data Structures, Software Engineering Principles, and have been self-taught in Java programming for years. Estimated Graduation: December 2021

WORK EXPERIENCE

Project Manager / Programmer Wild Magic Studio (January 2019 – Present)
- Create multiple complex, standalone Java applications to assist in development of art assets
- Manage an international team of four using Agile methodologies to ensure smooth completion of sprints
- Code well-optimized gameplay systems and manage deployment through complex Gradle build scripts

Lead Programmer / Server Admin BlockWorks LTD (October 2018 – November 2019)
- Create custom Java applications for clients such as English Heritage Society and City of Wisbech
- Maintain multiple Linux-environment servers
- Design and produce 3D modelling and object manipulation tools for architects and artists

Computer Services Technician (I.T.) Student Union, Inc. (October 2017 - October 2018)
- Independently assigning and completing tasks from a project management board (Lansweeper)
- Take on a user-oriented position with constant interaction with staff
- Meet critical deadlines and perform tasks under stress

Java Programming Instructor iD Tech Camps (Summer 2018)
- Teach students ages 10-17 java programming and game development
- Create curriculums based on specific subject being taught that week
- Individualize projects and create lesson plans for students daily

NOTABLE PROJECTS

JavaFX Tilemap & Tileset Editor Java / JavaFX / Desktop App (April 2018)
This desktop app was created out of necessity for a tool for the artists of a video game I was making to graphically edit levels through a desktop interface. I created this application because none of the existing tools met the requirements that I had. A demo GIF/Video can be found on my GitHub under the project titled "Jazzy".

Alexa Voice-Controlled Tic-Tac-Toe Java / Amazon AWS / Networking / Json (May 2016)
Done as a school project and completed in 14 hours, Voice Controlled Tic-Tac-Toe uses a Raspberry PI and an Amazon Echo to create a fun, interactive game with a visual display.

Cellular Automata Map Generation Unity / C# / Algorithms (March 2017)
As one of my first projects in the Unity game engine, I managed to create the fastest cellular automata mesh, texture, and 2D collision generation heard of, with speeds of less than .03 seconds with texture, and less than .003 seconds without texturing

SKILLS

Build Managers: Maven, Gradle **Version Control:** Git **Game Engines:** Unity, Unreal, LibGDX
Programming Languages (Adept): Java + JavaFX, C# **(Intermediate):** Python, Scala, JavaScript, C, Assembly **Software:** Excel, IntelliJ/Android Studio, Eclipse, Rider **Databases:** SQL, SQLite, PostgreSQL, MongoDB **Misc. Technologies:** Raspberry Pi, Amazon Echo, Leap Motion, HTC Vive,