

---

# Carter Gale

## Software Engineer

California, USA

Website: [ktar5.com](http://ktar5.com) Email [ktarfive@gmail.com](mailto:ktarfive@gmail.com) GitHub [github.com/ktar5](https://github.com/ktar5) LinkedIn [linkedin.com/in/ktar5/](https://linkedin.com/in/ktar5/)

## Technical Skills

**Programming Languages (years):** Java + JavaFX (8), JavaScript (Vue, Electron) (1), C# (3), Scala (1), C (2), Assembly (2), Python (1) **Java Build Managers:** Maven, Gradle **Version Control:** Git **Game Engines:** Unity, Unreal, LibGDX **Software:** Jprofiler, YourKit, MS Office, IntelliJ/Android Studio, Eclipse, Rider **Databases:** SQL, SQLite, PostgreSQL, MongoDB **Misc. Technologies:** Raspberry Pi, Amazon Echo, Leap Motion, HTC Vive

## 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 Computer Networking. Estimated Graduation: **December 2021**

## Work Experience

### Gameplay & Tools Engineer MrBeast LLC (May 2020 – Present)

- Worked as part of a small team, assisting in the production of YouTube content garnering over seven million subscribers and 500 million views in less than three months
- Developed software to increase company efficiency through automating the generation of large quantities of interconnected JSON files
- Lead the hiring process for new developers

### Software Engineer Contractor PepsiCo (July 2020 – September 2020)

- Lead client meetings and translate client desires into functional and non-functional requirement documentation
- Implemented systems and documentation to make the training software scalable across hundreds of instances
- Created training experience software used across the company for "White Belt" training

### Software Engineer / SysAdmin Contractor 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 user experience
- Make sure the systems support the thousands of unique users we saw every day

### Software Engineer Shapescape ApS (December 2019 – September 2020)

- Directly assisted management by developing in-house software to increase the efficiency of company operations and save money by assisting in asset-reuse
- Created software for searching, managing, tagging, and displaying of company assets using Electron, VueJS, and a custom GitHub OAuth Application [[Demo on my website "ElectronJS DB Viewer"](#)]

### Project Manager / Programmer Wild Magic Studio (January 2019 – January 2020)

- 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
- Handle telemetry data collection, processing, visualization, and create actionable goals from collected data

### 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 student union staff
- Meet critical deadlines and perform tasks under stress

## Other Interests

**Clubs:** President and Founder of the *Dungeons & Dragons @ SJSU* student organization (2 years), Game Development Club, Tabletop Gaming Club, Software and Computer Engineering Society (SCE)

**Interests:** Dungeons & Dragons, Animation, Mechanical Keyboards, Board / Tabletop / Video Games, Entertainment