Carter Gale

Software Engineer

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Technical Skills

Programming Languages (years): C# (5), C++ (3), 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

Relevant Work Experience

Game Tools Engineer II (Remote) Riot Games (March 2022 - Present)

- 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 II (Remote) Riot Games (March 2021 - March 2022)

- Created circuitry wiring system for in game automation in C#
- 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
- Worked on a custom C# game engine

Gameplay Engineer (Indie) Wild Magic Studio (March 2021 - Present)

- The sole engineer on a soon-to-be-releasing indie game project
- Entirely in C# – iterated on player feedback repeatedly, getting the "feel good" aspects right
- Rapidly prototyped features and worked with designers

Tools Engineer II (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 to promote
- Lead client meetings and translate client desires into functional and non-functional 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, Entertainment, Cooking!