

BIOGRAPHY

Leland Carter is an indie game developer and creator of *SANCTION* under LethalLizard Studios. Coding since age 11, he has honed his skills in software development. He strives to push creative and technical boundaries to craft user friendly experiences.

PROJECTS

SANCTION

store.steampowered.com/app/1191080/SANCTION/
Recognized at GameDev Atlantic 2024 for outstanding contributions to the gaming industry. Self-published a Unity game in early access with 500+ wishlists and \$800+ gross revenue. Built a procedurally generated terrain system and a grid-based inventory system using C# .NET in the Unity engine.

Anti-Capytalist (GGJ NS 2024)

<https://globalgamejam.org/games/2024/anti-capytalist-9>
Co-designed and primarily programmed a turn-based strategy game within 3 days during a game jam. Collaborated with a teammate to create a cozy art style and deliver a polished, full-fledged experience.

Buy & Sell Mobile App

CSCI 3130 (Software Engineering) Group Project
Built an Android app using Java in Android Studio with Firebase backend for user login, registration, and product posting features. Collaborated with a 7-person team via meetings and Microsoft Teams to ensure seamless development.

Task Manager Mobile App

CSCI 4176 (Mobile Computing) Group Project
<https://github.com/LethalLizard-Studios/TaskManager>
Developed Android app using Kotlin in Android Studio, employing Test-Driven Development (TDD) to ensure code quality. Minimized bugs through Unit testing and QA practices. Collaborated with team members to complete tasks efficiently and meet deadlines.

EDUCATION

Dalhousie University, Halifax, NS
Bachelor of Computer Science
SEPT 2019 – APRIL 2023
Complete class list available on [LinkedIn](#)

CERTIFICATES

Career Essentials in Software Development
Microsoft & LinkedIn
<https://www.linkedin.com/learning/certificates/>

AWARDS

Awarded *Certificate of Recognition* from the Interactive Society of Nova Scotia during the GameDev Atlantic 2024 Conference for my solo game *SANCTION*.

EXPERIENCE

LethalLizard Studios

Sole Proprietorship
JAN 2019 – PRESENT

- Conducted research independently on my target audience and what features would help users understand my projects better.
- Designed step-by-step procedures to track and fix issues and bugs within my projects.
- Held myself accountable for any bugs or negative reviews and learned to always trust the customer and their needs.
- Maintained high coding standards through refactoring and adherence to best practices.

Wilf’s Demolition & Salvage Ltd

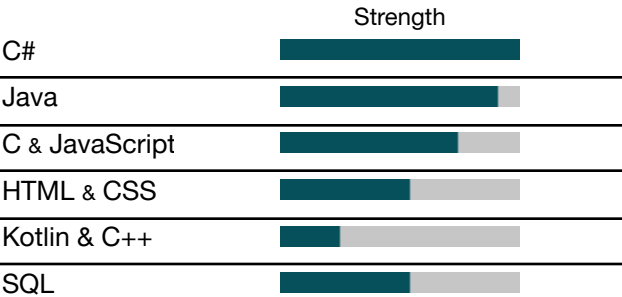
Laborer & Assistant Manager
Intermittent Work 2019 - 2021, 2023 - 2025

- Ran the main office independently when the manager was away.
- Answered the phone and dealt with customer service and orders.

SKILLS

Full-stack development, Databases, Networking, Privacy Impact Assessments, Knowledge of FOIPOP, PIPEDA, Risk Mitigation, REST APIs, Time Complexities, Test Driven Development, Version Control (Git, Azure), AWS, Docker, Issue-Tracking (Jira), Unix Command Line, Networking, Communication

LANGUAGES



CODING EXAMPLES

<https://github.com/LethalLizard-Studios/Coding-Portfolio>