

Leland Carter (Indie Developer)

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Portfolio www.lethallizard.studio

PROJECTS

SANCTION

store.steampowered.com/app/1191080/SANCTION/

- Recognized at GameDev Atlantic 2024 for outstanding contributions to the gaming industry.
- Uses the Steamworks SDK to interlock the game with Steam's built-in systems.
- Coded from scratch entirely in C# .NET Mono inside Unity HDRP.
- 60+ units sold, 450+ wishlists, ~\$700 CAD in gross revenue while in Early Access.
- Used GitHub for CI/CD and version control to monitor progress and stay on task
- Coded advanced Inventory and Weapon systems on par with modern triple-A releases.
- Roadmap and Backlog through Jira Software.

Anti-Capytalist (GGJ NS 2024)

<https://globalgamejam.org/games/2024/anti-capytalist-9>

- Programmed & designed within 3 days.
- Full turn-based strategy game with a cute and cozy art style.

SlimyQuest

2.5D Procedural Voxel Survival Game

- Compute shaders written in Unity to supply procedural generation of voxels.
- Created easily moddable code to allow for community expansion after release.
- Knowledge of Time Complexities and efficient algorithms to utilize performance.
- Textures and art were all designed independently.
- Made inside Unity URP in C#.

Task Manager Mobile App

CSCI 4176 (Mobile Computing) Group Project

<https://github.com/LethalLizard-Studios/TaskManager>

- Developed using Kotlin in Android Studio.
- Minimized bugs using Unit testing and Quality Assurance under the Test-driven Development process.

EDUCATION

Dalhousie University, Halifax, NS
Bachelor of Computer Science

SEPT 2019 – APRIL 2023 GPA: 3.51

Complete class list available on [LinkedIn](#)

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.

Wilf's Demolition & Salvage Ltd

Laborer & Assistant Manager

SUMMERS of 2019, 2020, 2021, 2023

- Dealt with customer payments through cash, debit/credit and bills.
- Ran the main office independently when the Manager was away.
- Wrote invoices and priced out products for both contractors and regular customers.
- Answered the phone and dealt with customer service and orders.

SKILLS

Time Complexities, Test Driven Development, Version Control, Android Development, Steamworks SDK, Networking, Photogrammetry, Rudimentary Modeling & Texturing, Editor Tools, Shaders, Level Design

ENGINES

Unity (HDRP, URP, Built-In), Unreal Engine (4/5), GameMaker Studio, Custom OpenGL

AWARDS

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

LANGUAGES

	Strength	Years
C#	<div><div></div></div>	8
Java	<div><div></div></div>	9
C & JavaScript	<div><div></div></div>	5
HTML & CSS	<div><div></div></div>	4
Kotlin & C++	<div><div></div></div>	1