Carter Hinkle

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Studying Computer Science at Charleston Southern University **August 2019 to Present**

Studying Spanish at CLIC Sevilla Intensive Language Program **October 2022 to July 2023**

PROFESSIONAL EXPERIENCE

Sound Designer Crate AS **June 2022 to Present**

Description: I work for Crate AS as a sound designer and content creator. Website

Featured Album Artist osu! **July 2021 to Present**

Description: I am an official featured artist on the popular video game, "osu!". Website

PERSONAL PROJECTS

Audio Noise Distortion Plugin **January 2023 to Present**

Description: I'm programming an audio plugin that can be used in any digital audio workstation. It is made using C++ in the Juce framework. The Plugin has a unique algorithm to invert a waveform while applying noise between the old signal and new signal.

Audio Granulizer Senior Project **February 2022 to Present**

Description: I'm programming an audio granulizer for my senior project at CSU. The project is written in a niche scripting language called "KSP."

Sample Pack Artist **September 2021 to Present**

Description: While providing me with some passive income, these sample pack projects are one of my biggest side projects. After receiving great community responses from these packs, it inspired me to get into the world of audio programming to further my products. Website

General Musician **December 2016 to Present**

Description: I have been creating individual songs and improving my skills as a composer and sound designer since December 2016. Website

COMMUNITY PROJECTS

Puerto Rico Mission Trip **June 2018**

Description: I traveled to Puerto Rico during the summer of 2018 to assist with hurricane damage relief.

Church Volunteer **June 2017 to June 2019**

Description: I volunteered at The Church of Cane Bay in the children's Sunday school.

SKILLS

Proficiency in C++, HTML/CSS, and KSP: My experience has made me very comfortable with these languages.

Audio Programming Experience: I work to improve my knowledge of audio DSP algorithms daily.

UI Design: Through creating many programs and audio plugins, I've become comfortable creating my own UI elements in After Effects by Adobe.

Digital Audio Workstation Proficiency: I am comfortable using a variety of DAWs including Ableton Live, Studio One, FL Studio, Renoise, and Bitwig.

Collaboration: I have collaborated with many programmers, artists, and sound designers which in turn, has taught me great communication skills.

Spanish Language: I currently speak a B2 level of Spanish and am working on reaching the C2 level by the end of the year.