Gary W. Carter

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Game Developer

I am a game developer seeking a position as a programmer in the video games industry.

- Experienced in C++, Swift, and Python programming.
- Experienced in developing with Unity, Godot, Unreal Engine and GameMaker.
- Experienced in designing levels and systems of gameplay.
- Designed UI mock-ups for previous projects.

Project Development Experience

LOSING MY MARBLES (PC, 2022-2023)

3D racing game developed in Unreal Engine 5. Designed mock-ups for User Interfaces as well as sound effects and background music.

BURNOUT (PC, 2022)

2D platformer developed in GameMaker for 2022 Chillennium game jam hosted by A&M University. Programmed menu and scoreboard mechanic functionalities, assisted in level design, and acquired main SFX and background music.

WARSHIPS: NAVAL COMBAT (PC, 2022)

Battleship clone created in Godot Engine. Designed menu screens and main gameplay and programmed most of the game in GDScript.

Work Experience

August 2019 – 2023
Student Librarian, Blinn College, Brenham, TX

Education

Associate of Science in Simulation and Game Programming
Blinn College
Brenham, TX
2019 – 2023