

# 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 challenge 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**