

Alec Carter

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Education:

Rochester Institute of Technology (RIT), Rochester, NY Graduated Spring 2024
Bachelor of Science, Game Design and Development
Related Courses: Level Design, Virtual Worlds, Production Studio, Game Design and Development I & II, Game Development and Algorithmic Problem Solving I & II (C#), Data Structures and Algorithms I & II (C++), 3D Animation and Asset Production (Autodesk Maya)

Skills:

Programming Languages: C#, C++, Java, HTML, CSS, JavaScript

Tools: PS4 Devkit, Unity, Unreal Engine 4 & 5, GitHub, Git, Perforce, Visual Studio 2022, Confluence, Jira, Autodesk Maya, Blender, Photoshop

Projects:

Neo-Versailles (First-Person Horror Game) August 2022 - May 2023
Level Designer, Saving/Loading Systems Programmer, and Build Engineer
Rochester, NY

- Neo-Versailles is a Cross-Institutional Collaborative Game Development Project between ArtCenter College of Design and Rochester Institute of Technology.
- Designed levels for the game with the Level Design team that enhanced the user experience with fun gameplay moments, immersive spaces to explore, and engaging narrative-driven worldbuilding.
- Developed a Saving and Loading System for the game working with the Design team on its implementation.
- Communicated with Development, Design, and Art team members locally and across the country to help create a cohesive game and user experience.

Work Experience:

Strategic Marketing International August 2020 - June 2021
Web Development Intern
Charleston, SC

- Produced 3D and 2D assets, developed front-end and back-end code, and worked with the web development team to incorporate select pages into the developed websites.
- Communicated with clients and members of the development team to create websites that would fulfill clients' needs and promote marketing for their businesses.