

**Alec Carter**

(843)754-8774 | [awc9284@rit.edu](mailto:awc9284@rit.edu)

**LinkedIn:** <https://www.linkedin.com/in/alec-w-carter/>

**Education:**

Rochester Institute of Technology (RIT), Rochester, NY

Expected December 2023

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:** Unity, Unreal Engine 4, GitHub, Git, Perforce, Visual Studio 2022, Autodesk Maya, Blender, Photoshop

**Projects:**

**Neo-Versailles (First-Person Horror Game)**

August 2022 - Present

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.