

**Alec Carter**

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

**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.