

Charles Carper

UNITY DEVELOPER

(984) 328-2788

ccarper03@gmail.com

www.CharlesCarper.dev

[LinkedIn](#)

SKILLS

Languages	Engine/Frameworks	Software	Area of Expertise
C#	Unity 3D Game Engine	Visual Studio	2D/3D Game Development
C++	Unreal Game Engine	Maya	Fullstack Web Development
SQL	ASP.NET (MVC)	Blender	Mobile Development
HTML ▪ CSS ▪ JavaScript	MS SQL	Photoshop	
jQuery	Swagger	Adobe XD	
	Postman	Audition	
	Angular ▪ Bootstrap		

EDUCATION

WILMINGTON UNIVERSITY, Wilmington, DE

Bachelor of Science, Game Design and Development, 2015 - 2017

- Certifications
 - **C# Essential Training**, May 2017
 - **C++ Essential Training**, May 2017
 - **Unity: Pragmatic UI**, Oct 2016
 - **Advanced Unity: 3D Game Programming**, Oct 2016
 - Project Management Foundations, Sept 2016
 - Maya: Game Prop Creation, Sept 2016
 - Unity 5:2D Pathfinding, Sept 2016

DELAWARE TECHNICAL AND COMMUNITY COLLEGE, Owens, DE

Associate of Applied Science, Computer Information Systems, 2013 – 2015

RELEVANT EXPERIENCE

PAREXEL

Application Developer / Application Developer Lead, Nov 2017 - Present (3 years 6 months+)

- Designed and developed a **Win security desktop app** that converted files with Win 7 to Win 10.
- Designed and developed **3 web apps** in using SQL ▪ C# ▪ jQuery ▪ Bootstrap ▪ HTML ▪ CSS ▪ JavaScript ▪ VBA ▪ **ASP.NET MVC/.NET Core** | Angular/Bootstrap accessed by 250 users worldwide.
- Introduced and configured DevOps for Version Control (**Git**), CI/CD, ticketing system, and high-level reports for line managers increasing productivity and transparency.
- **C# .NET Apprenticeship Program (12 months)**, The Software Guild, Minneapolis, MN(Online).
OOP ▪ LINQ ▪ JSON ▪ AJAX ▪ jQuery ▪ Routing ▪ **Model Binding** ▪ Server-Side Validation ▪ Relational Database Design ▪ Stored Procedures ▪ ADO .NET ▪ Entity Framework ▪ Dapper ▪ Database Security ▪ Web Application Security ▪ **Data Structures & Algorithms**

EPIC GAMES

Quality Assurance (Contract), Sep 2017 – Nov 2017 (3 months)

- Verified 300+ bugs in one week utilizing the **Unreal Engine**, pulling from **Perforce** sorting through **C++** source code, documenting software defects in **Jira**.
- Collaborated with QA lead, evaluating, diagnosing, and recommending possible solutions.

- 60 High Priority bugs reported in 2 months, 30% of which were Game Blockers or Crashes on **5 AAA released titles**.

LUNA WOLF STUDIOS

Game Developer (Intern), Dec 2015 – Aug 2016 (9 months)

- Contributed to all areas of game development in **Unity**. I supported **10 published games** with bug fixes, **3D models** in Blender and made **2D assets** in Photoshop.
- Assisted in the **design and development** of **2 educational games** **Legends of Learning**.
- Promoted indie games by creating a company WordPress website using PHP ▪ HTML ▪ JS ▪ CSS, email newsletters with Word ▪ Mail Merge, blog marketing, and **developed a plugin** that collected emails during demo events resulting in 20% revenue increase.
- **Developed a game** using the **Oculus Rift** and Organic motion to create an immersive **VR gaming** experience in **Unity** using **C#**.

INCLIND, INC

Web Developer (Intern) | Project Coordinator, Aug 2015 – Dec 2016 (1 year 5 months)

- Acted as the **Scrum Master** utilizing **Jira** to **manage developers** keeping them within time/scope.
- Conducted quality assurance for mobile responsiveness on multiple devices and worked on support tickets on Drupal websites using PHP ▪ HTML ▪ JavaScript ▪ CSS.

PATS AIRCRAFT SYSTEMS

Software Developer (Intern), Jun 2015 – Aug 2015 (3 months)

- Conducted interviews and initial research to define bottle necks in current system.
- Analyzed data into flow charts, schematics, and mockups to add to initial Documentation.

DELAWARE TECHNICAL COMMUNITY COLLEGE

Programming Tutor, Jan 2014 – Jun 2016 (2 years 6 months)

- Tutored 100+ students per semester for 2 years on assignments on **C# ▪ C++ ▪ Java ▪ PHP ▪ HTML ▪ CSS ▪ JavaScript**. Maintaining a 100% pass-rate for students.
- **Developed Android app** in **Android Studio ▪ Java**, to show information and waypoints to classrooms on a map.
- Taught concepts like **Object-Oriented Programming (OOP)** with students.

UNITED STATES MARINE CORPS

Infantry | Scout Sniper Platoon, Jun 2006 – Jun 2010 (4 years)

- Demonstrated strong **leadership skills from planning to conducting successful missions**.
- Maintained constant communication between teammates, squads, and adjacent units on activity.
- Great teamwork mediator using everyone's skills in problem solving.

HONORS & AWARDS

DELAWARE TECHNICAL COMMUNITY COLLEGE

Outstanding Student Award, 2015

Awarded annually to 1 student selected from the Computer Information Systems program based on academic excellence, relationships with peers and staff, and other campus/community service contributions.