

## CONTACT DETAILS

Message me through the form to  
get in touch.

## AREAS OF EXPERTISE

Game Development  
Software Development  
Build Systems  
Pipeline Tools  
Perforce  
C#, C++  
Batch Files  
Shell Scripts  
Windows, Mac, and Linux  
Unity  
Scripting  
Textures  
Animation  
GUI styles  
User Session Management  
Level Design and Planning  
Game Physics and Particle Systems  
Mobile and Console Game  
Development  
Optimize Memory and Space Usage  
3D / 2D Development  
3D Modeling and Animating  
UI/UX  
Virtual Reality, Augmented Reality  
Object-Oriented Programming  
(OOP)  
Data-Oriented Programming  
Entity Component System (ECS)  
Current Design and Architectural  
Patterns  
Implementing Automated Testing  
Platforms and Unit Tests

# Charles Carper

GAME DEVELOPER | SOFTWARE ENGINEER

## SUMMARY

Highly motivated engineer who values enabling other people to work more efficiently. Experience in QA, project support. Passionate, creative, confident Game Developer adept at writing clean, readable, and easily maintainable code. Diplomatic and tactful, building effective relationships with persons at all levels and overcoming adversity with inclusion and positivity. US Marine Corps strength and discipline.

## EDUCATION

WILMINGTON UNIVERSITY, Wilmington, DE

**Bachelor of Science, Game Design and Development**

**Coding Bootcamp – ASP.net**

## CERTIFICATIONS

**C# .NET Apprenticeship Program** Oct. 2019 – Aug. 2020

The Software Guild, Minneapolis, MN(Online)

**Project Management Foundations** Aug. 2015 – Aug. 2015

Lynda.com, (Online)

**Fundamentals of Marine Corps. Leadership** Jan 2007 – Jan 2007

MCI

## PROJECTS

- Battle Breakers - Epic Games, (Mobile) Sep 2017 – Nov 2017
- Fortnite Battle Royal - Epic Games, (PC, Console) Sep 2017 – Nov 2017
- Infinity Blade 1,2,3 - Epic Games, (Mobile) Sep 2017 – Nov 2017
- FungeonCrawler - Luna Wolf Studios, (PC, WebGL) Feb 2017 – Aug 2017
- PlanC - Luna Wolf Studios, (PC, WebGL) FEB 2017 – AUG 2017
- Haberdashery - Luna Wolf Studios, (WegGL) FEB 2017 – AUG 2017
- Tree Fighter (72-hour game jam)
- Eggstreme Eggscape (72-hour game jam)
- Casino Game - Bonus Round
- Windows Security Desktop app - convert files from Win 7 to Win 10
- NEO - .net core + Angular web app
- RatesDatabase - Asp.net + Bootstrap web app
- eBudget - .net core API w excel calculator + Angular web app.

## HONORS & AWARDS

- Iraq Campaign Medal
- Global War on Terrorism Service Medal
- Dean's List
- Outstanding Student Award
- National Defense Service Ribbon
- Outstanding Volunteer Service Ribbon

## RELEVANT EXPERIENCE

EPIC GAMES – Cary, NC

Sep 2015 – Nov 2016

**Quality Assurance**

Verified over 300 bugs in a week documenting software defects, using Jira.

Collaborated with QA lead, evaluating, diagnosing, and recommending possible solutions.

## ADDITIONAL EXPERTISE

Code Versioning Tools (Git)  
Fullstack Web Development  
Desktop Application Development  
Database Design and Development  
Requirement Gathering  
Documentation of Specifications  
(GDD, Mockups, flowcharts)  
Scrum Master  
Developing Under Multiple  
Environments, QA, Dev, and Prod  
Version Control - Git, SVN, Perforce

## SYSTEMS & PLATFORMS

Android -Various Phone Models  
iPhone - Various Models  
Mac  
Windows  
Linux  
Fedora  
Windows Servers

## SOFTWARE

Maya  
3ds Max  
Mudbox  
Zbrush  
Blender  
Adobe photoshop  
Adobe illustrator  
Adobe After Effects  
Adobe Premiere Pro  
Adobe XD  
Adobe Animate  
Adobe Audition  
Adobe Mixamo

## RELEVANT EXPERIENCE (continued)

### Key Achievements

- 60 High Priority bugs reported in 2 months, 30% of which were Game Blockers or Crashes
- Projects
  - Battle Breakers (Release)
  - Fortnite: Battle Royal (Release)
  - Infinity Blade 1,2,3 (Release)
  - SpyJinx (Production)

LUNA WOLF STUDIOS – New Castle, DE

Dec 2015 – Aug 2016

### Game Developer

Developed games and marketed products for this startup, utilizing C# and Unity. Collaborated in requirement analysis, design, and development for educational games.

### Key Achievements

- Projects
  - Combat Crater – Combat Crater is an alien-themed first-person shooter using Unity. This was a solo project under the guidance of Luna Wolf Studios. I programmed the AI, and gameplay.
  - Extreme Eggscape – Participated in a 72-hour game jam with a team of 4.
- Spearheaded a WordPress website redesign, consolidating all games into one location increasing exposure and sales.
- Spearheaded promoting indie games through email newsletters, blog marketing, and managed demo booths resulting in 20% revenue increase.

## ADDITIONAL EXPERIENCE

PAREXEL – Durham, NC

Nov 2017 – Present

### Application Developer

Provided user requirements analysis, design and programming support for a Web application accessed by 250 users worldwide.

- Contributed software engineering expertise in the development of products through the software lifecycle, from requirements definition through successful deployment, collaborating with Engineers, QA.
- Facilitated customization of systems by encouraging software engineering team to adopt emerging standards for software application development architecture and tools.

### Key Achievements

- Built a .dll file that automated a fix saving approximately 288 hours of user blocked time.
- Introduced methodologies and best practices that enhanced product definition, release processes and customization of applications to user needs.
- Developed creative solution: Windows Security Desktop app - convert files from Win 7 to Win 10
- Developed creative solution: NEO - .net core + Angular web app.
- Developed creative solution: RatesDatabase - Asp.net + Bootstrap web app.
- Developed creative solution: eBudget - .net core API w excel calculator + Angular web app.

## ADDITIONAL EXPERIENCE (continued)

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INCLIND, INC – Georgetown, DE

Aug 2015 – Dec 2016

### **Web Developer / Project Coordinator**

Supported product development, releases. Acted as the Scrum Master utilizing scrum methodology.

- Planned resources within tempo and coordinated/conducted project status meetings.
- Provided quality assurance for projects and worked on support tickets to over 13 existing websites.
- Coded, designed bug fixes, staging, DevOps, production.

### **Key Achievements**

- Developed website using Drupple.
- Learned to manage developers in time frame.
- Learned how to keep project 'bites' small for stakeholders.
- Spearheaded dividing backlogs into sprints and sold clients sprints to projects, increasing revenue and wallet share.

PATS Aircraft Systems, Georgetown, DE

Jun 2015 – Aug 2015

### **Software Developer - Internship**

- Conducted interviews and initial research to define issues in current system.
- Analyzed data to create the Requirements Document Sheet.
- Generated flow charts and schematics of the web application
- Created a mock-up of the web application.

DE TECHNICAL COMMUNITY COLLEGE – Georgetown, DE

Jan 2014 – Jun 2016

### **Programming Tutor**

Assisted 100 students a semester in analyzing and understanding the logic behind programming assignments. Demonstrated debugging and research techniques to further curriculum training.

### **Key Achievements**

- Attained a 100% pass-rate for students tutored.
- Tutored Java, C++, C#, HTML, JavaScript, CSS