Charles L. Carper

ccarper03@gmail.com
(302) 396-5203

Software Developer

SKILLS:

- Software Design & Development
- Gamification
- Project Management
- Rapid Application Development
- UI/UX
- Version Control

TECHNOLOGY SUMMARY:

Programming: C#, C++, SQL, Java, Python
Software: Visual Studio, Photoshop, After Effects, XD, Maya, Blender, Unity3D, Excel VBA
Systems: Linux, Windows, Macintosh OS X, Android, Ios

EXPERIENCE:

PAREXEL, Application Developer, Durham, NC   Nov. 2017 – Current
Convert VBA code in Excel to a COM Add-in in C#, cutting the bloated startup time of approximately 5 minutes in Excel down to seconds. Redesign division's wiki SharePoint page. Redesign frontend tools using Bootstrap.

EPIC GAMES, Quality Assurance, Cary, NC   Sept. 2017– November 2017
Document defects using Jira, and report to software developers. Utilized the Unreal Engine 4 editor to test when builds were not available.

LUNA WOLF STUDIOS, Game Developer, New Castle, DE   Dec. 2016 – Aug. 2017
Redesign company's website. Promoted published games. Collaborated in design and development discussions. Created assets for educational games. Generated templates to speed up development workflow.

INCLIND INC., Project Coordinator, Georgetown, DE   2016
Acted as the Scrum Master. Balanced resources & time using Jira. Coordinated & conducted project status meetings. Managed support tickets and added styling & content to websites.

PATS AIRCRAFT SYSTEMS, Computer Programmer, Georgetown, DE   Summer 2015
Conducted interviews in the discovery phase to locate and define "pain points" in the current system. Analyzed the data to create the Requirements Document Sheet. Generated flow charts and schematics of the web application and completed a mock-up.

DE TECHNICAL COMMUNITY COLLEGE, Programming Tutor, Georgetown, DE   2014-2016
Assisted students to analyze and understand the logic behind programming assignments. Demonstrated debugging and research techniques to further curriculum training. Attained a 100% pass-rate for students tutored.

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EDUCATION:

BS, GAME DESIGN AND DEVELOPMENT   May 2017
WILMINGTON UNIVERSITY, New Castle, DE

AAS, COMPUTER INFORMATION SYSTEMS   August 2015
DELAWARE TECHNICAL COMMUNITY COLLEGE, Stanton, DE

AWARDS AND ACCOMPLISHMENTS:

WILMINGTON COLLEGE, New Castle, DE
- Competed in two East Coast Reboot Game Jams
- Dean's List

DELAWARE TECHNICAL COMMUNITY COLLEGE, Georgetown, DE
- Outstanding Student Award
- Dean's List

UNITED STATES MARINE CORPS, Kaneohe, HI
- Iraq Campaign Medal
- Global War on Terrorism Service Medal
- National Defense Service Ribbon
- Outstanding Volunteer Service Ribbon

CERTIFICATIONS:

- C# Essential Training   May 2017
- C++ Essential Training   May 2017
- Advanced Unity: 3D Game Programming   October 2016
- Unity: Pragmatic UI   October 2016
- Project Management Foundations   September 2016
- Unity 5:2D Pathfinding   September 2016

PROFESSIONAL PROFILE:

LinkedIn: https://www.linkedin.com/in/charles-carper/