# **Charles Carper**

# **Software Developer**

Raleigh, NC - Email me on Indeed: indeed.com/r/Charles-Carper/711fb6064fa971a1

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

WORK EXPERIENCE

#### Game Developer

LUNA WOLF STUDIOS - New Castle, DE - 2016 to Present

Started as an intern responsible for website redesign. Promoted indie games through web and at functions and assisted in concept design for contract games. Continuing in the game developer role by creating assets and maintaining the website.

# **Project Coordinator**

INCLIND INC - Georgetown, DE - 2016 to 2016

Responsibilities as project coordinator: acted as the Scrum Master utilizing scrum methodology, planned resources within tempo, coordinated/conducted project status meetings, and provided quality assurance for projects. Additionally, spent time as the web developer; worked on support tickets and added styling/content to websites.

# **Programming Tutor**

DELAWARE TECHNICAL COMMUNITY COLLEGE - Georgetown, DE - 2014 to 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.

## Computer Programmer

PATS AIRCRAFT SYSTEMS - Georgetown, DE - June 2015 to August 2015

Conducted the initial research and development phase to locate and define issues in the current system. Analyzed data and interview results to create the Requirements Document Sheet. Generated flow charts and schematics of the web application, and completed a mock-up.

## **Listing Coordinator**

E-REVOLUTION VENTURES - Selbyville, DE - 2013 to 2014

Performed quality checks and collaborated with Amazon to correct issues. Delegated the workflow between team members throughout the product lifecycle. Created more productive ways to organize communication within the department, which dramatically increased productivity.

# **Customer Service Representative**

NORDSTROM RACK - Fairfax, VA - 2013 to 2013

## **Seasonal Driver**

UNITED PARCEL SERVICE - Chantilly, VA - 2010 to 2010

## **Scout Sniper**

UNITED STATES MARINE CORPS - Kāne'ohe Bay, HI - 2006 to 2010

Served overseas in Iraq. Lead 6 reconnaissance missions successfully and briefed/debriefed over 130

Marines as an assistant team leader. Efficient decision-making can be executed in high-pressure environments. Retained high-level focus on the mission while remaining resilient in tedious and challenging environments.

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## **EDUCATION**

## **BS** in Game Design and Development

WILMINGTON UNIVERSITY - New Castle, DE May 2017

# **AAS in Computer Information Systems**

DELAWARE TECHNICAL COMMUNITY COLLEGE - Stanton, DE August 2015

**SKILLS** 

.NET (2 years), AUTODESK MAYA (2 years), C# (4 years), training. (2 years)

LINKS

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

#### MILITARY SERVICE

Service Country: US Branch: USMC Rank: LCPL 2006 to 2010

Served overseas in Iraq. Lead 6 reconnaissance missions successfully and briefed/debriefed over 130 Marines as an assistant team leader. Efficient decision-making can be executed in high-pressure environments. Retained high-level focus on the mission while remaining resilient in tedious and challenging environments

#### ADDITIONAL INFORMATION

#### SKILLS:

- Desktop/Mobile Applications Requirement Analysis Testing and Documentation
- Web Development Debugging and Troubleshooting User Training and Support

#### TECHNOLOGY SUMMARY:

Programming: C#, C++, PHP, HTML/CSS, SQL, Java, Python

Software: Visual Studio, Adobe Suit, Maya, Unity3D, Unreal Engine 4, Microsoft Office

Systems: Linux, Windows, Macintosh OS  ${\sf X}$