

Braden Carter
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Objective

Work closely with talented individuals creating fun and appealing levels and gameplay.

Skills

Strong Organization, analytical and problem solving skills
Great with learning new software and technology
Able to communicate and develop in a team atmosphere
Knowledgeable in many aspects of the game development process.

Autodesk Maya	Adobe Photoshop	C/C++	Microsoft Office/Project
Unity 3D	Adobe Flash	Actionscript 2.0	Unfold3D
Unreal Editor	Adobe Illustrator	HTML	Visual Basic

Related Experience

March 2010-July 2010 *Hirez Studios*

Quality Assurance

- Check Maps for Gameplay Issues, Art Problems, and proper mechanics
- Diagnose and Analyze Daily Builds for Playtesting and Office Use.
- Report and Resolve Bugs in Bug Tracking Software

Product Worked on: Global Agenda (www.globalagendagame.com)

February 2009-March 2010 *Pure Web Development*

Technical Artist and Environment Designer

- Concept, Design, and Oversee construction of levels
- Create all necessary level design scripts for triggers and events.
- Script, Implement and Maintain GUIs
- Assist in development of mini-games

Product Worked On: Bobber's World (www.bobbersworld.com)

March 2007-July 2007 *Blue Heat Games*

Quality Assurance

- Verify technical compatibility between mobile games and phone systems
- Test and Identify repeatable gameplay and technical issues

Product Worked On: Multiple Titles

Education

December 2008 The Art Institutes

Bachelor of Fine Arts- Game Art and Design

Freelance Experience

Design and Create layouts for brochures, invitations, calenders, instructional manuals and websites
Consult and Finalize Promotional Materials for Solage Calistoga Resorts

References:

Jacqi Almond	Solage Calistoga Resorts	(707) 226 0802	jalmond@solagecalistoga.com
Travis Brown	Hirez Studios	(678) 248-2969 x404	tbrown@hirezstudios.com