

## Richard Carter

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### Education

**North Carolina State University**, Raleigh, NC

Bachelor of Science in Computer Science

Concentration in Game Development

Minor in Mathematics

Cumulative GPA: 3.75 / 4.0

*May 2012*

### Experience

**Undergraduate Research**, Raleigh, NC – Student, Dr. R. Michael Young

*Jan 2010 - present*

- Port a game AI research project, *FixIt*, from Unreal Engine 3 to Unreal Development Kit
- Research changes in UnrealScript between UE3 and UDK

**Advanced Energy**, Raleigh, NC – Intern

*Sep 2009 - present*

- Provide computer support for employees and solve assorted computer problems
- Develop internal and external web applications in PHP/MySQL

**Microsoft Student Partners** – Student Partner

*Aug 2009 - present*

- Raise awareness of new Microsoft products and deals for students through various marketing techniques (flyers, booths, events, etc.)
- Host events and answer questions about Microsoft products

**Duke Energy**, Charlotte, NC – Intern, Unix server team

*Summer 2009*

- Decommissioned obsolete Unix servers, helped migrate to new servers
- Performed asset management system migration tasks and cleanup
- Assisted with small tasks for the Windows and Database teams

**Rent-a-Coder** (online contracting service) – “Coder”

*Dec 2007 – Jul 2009*

- Worked with many people to develop quality programs and web applications according to their specific needs, in a variety of languages and for various purposes
- View my profile and work history at [tinyurl.com/rwcarter-rac](http://tinyurl.com/rwcarter-rac)

**City of Charlotte Government**, Charlotte, NC – Intern, BSS/IT

*Summers 2006-08*

- Developed web applications in ASP.NET & VB.NET for internal city data management
- Performed large-scale database migration tasks using SQL queries and SSIS packages

### Computer Skills

**Software:** Microsoft Visual Studio 2008, Microsoft SQL Server 2005, Eclipse, Dreamweaver, Microsoft Office

**Programming languages:** Java, C#, VB.NET, C/C++, PHP, JavaScript, HTML, CSS, Assembly

### Leadership

**Video Game Development Club**, Vice President

*Fall 2009 - Present*

- Organize and plan the only game development club at NC State
- Help members with game programming in C#/XNA and Java, and using the Unreal Development Kit