

Jordan Carter

81 Ennismore St.
Burnley, Lancashire
BB10 3EU
(+44)01282 432548
jordanc.carter@gmail.com

Experience

Project Discord - Remote / Galati, Romania.

Senior Programmer, Co-Project Lead

JUNE 2014-JULY 2016

End to end development.

Designed and programmed all game mechanics, oversaw the design and implementation of the UI, created editor tools for other team members, worked with the animator to implement the character animations and IK for all characters from scratch, Added cloth physics, worked with a third party developer closely to implement TressFX for blended alpha hair shading within the Unity game engine, primarily for our project.

Freelance

Programmer

AUGUST 2016 - DECEMBER 2016

I worked on a variety of projects freelance, including re-implementing a popular Unity serializer to work on the XBOX ONE. I have consulted on a 2 other projects, but cannot discuss them here due to NDA restrictions.

VR Fighter demo

Senior Programmer, Lead

DECEMBER 2016 - JANUARY 2017

I developed a VR Fighter demo. Implemented a basic UI, Scene management, flying mechanics and learned techniques for porting classic mechanics to a VR environment. I also familiarized myself with the nuances of the workflow for a VR project.

Go Physio (4DHealthScience)

Senior Programmer, Lead

JANUARY 2017 - OCTOBER 2017

I lead a team that developed the web frontend and nodejs backend for the Go Physio Project. My duties also included creating a Unity framework plugin to manage communication with the server, for the Unity app. On this project I was also responsible for ensuring we met HIPPA compliance as is required for all US Healthcare applications.

Languages

C#/Unity 7 years.

Shaderlab/CG/HLSL 3 Years.

C++ (Primarily in plugins) 5 years. Java 5 years.

Python 3 Years.

F# 3 Years.

SQLITE/MYSQL/MSSQL/ORACLE DB

NodeJS 5 years

ReactJS 2 years

PHP 7 Years

Linux Server Management 5 Years

Tools

Unity Game

Engine. Unreal

Engine 4 Visual

Studio Plastic SCM

Perforce

GIT

SVN

Monodevelop

Maya

Photoshop

Adobe Audition

Adobe Premiere

Articy Draft

Arduino/Raspberry PI (Personal)

Platforms

Windows

Oculus Rift

Mac OS

Linux

IOS

Android

Web GL