Curtis Geter
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Education

- *Bachelor of Arts in Interactive Media Design*, Becker College, Worcester, MA; Dec 2017
  Concentration: Computer Game Design

Game Experience

- Take Over Trial
  - Published November 2016 on Android and IOS.
  - Established the code-base for level selection, laying the ground work to expand the game's level count infinitely.
  - Overhauled the high score system. It now auto-generates a save key for each level's score, removing the necessity of having to manually program a new one.
  - Created the third level, expanding the game's longevity.
  - Drafted a step-by-step guide to building a level for future development, expediting the process of level creation and removing the task of training new programmers from the project head.

- Factions TCG
  - Work in Progress May 2017. Planned to release for PC and tablet.
  - Designed the game board and one of the faction leaders.
  - Created the board sprites.

- Alone
  - School project Fall 2016. For PC.
  - Devised the hiding and pause system.
  - Assembled the main menu & pause menu and their functionality.

- Eve Night
  - School Project Fall 2016. For PC.
  - Devised an equipment system.
  - Created an inventory system with item pickups- scrapped.
  - Programmed scene switching for level changing.
  - Created a script for die.

- *Duo*
  - Work in Progress, to be released Fall 2017. For Android, IOS, PC, MAC, Nintendo Switch.
  - Developed the game concept and paper prototyped it
  - Project leader

Awards

- Duo - MassDigi 2012 Game Challenge: Runner-up
- Lazarus Taxon - MassDigi 2013 Game Challenge: Honorable Mention

Skills

- Source Control (Perforce, Unity cloud, PlasticSCM)
- Game Programmer
  - Data persistence in Unity (XML, binary, scriptable objects, static variables, singletons, and LitJson), Unity to SQL Databases, Multiplayer network and coding, and Animation Control
  - Unity Game Engine and RPG Maker
- Visual Basic Programmer
- Artist and Animator
  - Character and UI Design, 3D Modelling, Rigging, 2D and 3D Animation
  - Autodesk Maya, Autodesk 3DS Max, Blender
- Adobe
  - Photoshop, Premiere, Illustrator, Animate
- Microsoft Office Suite

Work Experience

- **Charlie's Cupcake Factory, New Haven, CT**
  Cashier and janitor, Summer 2011
  During the Summer vacation leading into my senior year of high school, I gained at job at a new cupcake store. Charlie's Cupcake Factor was my first job and required its employees to be proficient in all the tasks its owner may need of them (except for baking) since they may be expected to operate the entire store alone. These tasks including, stocking the store front display at the beginning of the day, attending the register, washing the dishes during downtime, mopping the floor and closing the shop at the end of the day.
- **Massachusetts Digital Games Institute, Worcester, MA**
  Game programming intern, Jan- May 2017
  At Mass Digi, I was a programmer assigned to work on the Take Over Trial. In that role, I was responsible for creating the main functionality for the level selection and online high score system. Afterwards I volunteered to help with the creation of multiple levels and made a document to fully detail the limitations and perimeters our group's leader had only verbalized prior to aid in the future development of the project.