Ava Carter

Game Developer

Creative and results-driven game developer

Game developer with six years of experience designing immersive gaming experiences and optimizing game engines. Proficient in 3D modeling, scripting, and cross-platform development. Known for delivering high-quality games on time and within budget.

CONTACT INFORMATION

- (555) 234-5678
- email@example.com
- LinkedIn | Portfolio
- City, ST

KEY SKILLS

- 3D modeling (Unity, Unreal Engine)
- Game scripting (C#, Python)
- Game physics optimization
- Level design
- Multiplayer integration
- Performance profiling

PROFESSIONAL EXPERIENCE

Game Developer, PixelPlay Studios, Los Angeles, CA | September 2017 to present

- Designed and developed 3D environments and gameplay mechanics for AAA titles, boosting player engagement by 25%
- Optimized game performance for multiple platforms, reducing load times by 30%
- Integrated multiplayer features, enhancing user interactivity and retention

Junior Game Developer, IndieTech Games, San Francisco, CA | July 2015 to September 2017

- Contributed to indie game projects, including level design and AI scripting
- Debugged and resolved performance issues, ensuring smooth gameplay
- Developed tools to streamline asset integration, improving development efficiency

EDUCATION

Bachelor of Science (B.S.) Computer Graphics and Game Design | May 2015
University of Southern California, Los Angeles, CA