

Carter Gale

Software Engineer

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tel: 562-668-8535 location: San Jose, California

Technical Skills

Programming Languages (years): C# (5yrs), C++ (4yrs), Java (10yrs), JavaScript (Vue, Electron) (1year)

Game Engines: Unity (4 years), Custom C++ (4 years), Godot

Build Managers: CMake, Maven, Gradle **Version Control:** Git, Perforce

Software: JProfiler, VisualStudio, YourKit, MS Office, IntelliJ/Android Studio, Eclipse, Rider, Miro, Slack, JIRA

Databases: SQL, SQLite, PostgreSQL, MongoDB, JSON

Relevant Work Experience

Senior Gameplay Engineer Riot Games (March 2023 - June 2025)

- Architected complex ECS systems in a custom C++ multiplatform engine to support scalable gameplay
- Developed core gameplay systems including block placement, world-editing brushes, and inventory
- Built in-game terrain sculpting and scene composition tools enabling UGC-driven creative gameplay
- Worked closely with designers, prototyping their ideas and then converting them to full features

Game Tools Engineer Riot Games (March 2021 - March 2023)

- Reduced asset design time by 75% through a custom C++ visual nodes asset-editor
- Accelerated level design workflows with automated generation tools and in-engine level editing systems
- Lowered server costs by moving level design from server-based to client-based
- Worked on a custom Java/C# game engine where I was responsible for core gameplay features

Gameplay Engineer & Team Lead Wild Magic Studio (March 2023)

- Led a cross-disciplinary team of 6 (artists & designers) to ship a Unity-based indie title on Steam
- Provided guidance and support to junior teammates, helping them build confidence in Unity toolsets
- Managed end-to-end production tasks, from sprint planning and team coordination to handling business operations, including marketing strategy, budgeting, and Steam store logistics
- Sole engineer responsible for all core systems including save/load, physics, and gameplay features
- Created save data, loading backends, physics systems, and more gameplay features

Tools Engineer MrBeast LLC (May 2020 – March 2021)

- Saved thousands of dollars by increasing asset reuse by developing an asset database management software. This allowed the searching, tagging, and viewing of sounds, textures, and 3d models.
- Saved cost on hiring by writing software that generated binding APIs through a web scraper

Gameplay Engineer Contractor PepsiCo (July 2020 – September 2020)

- Created managerial training software that all PepsiCo managers in 2021 and onward must go through
- Lead client meetings and translate client desires into requirement documentation
- Implemented localization for all of PepsiCo's languages

Systems Engineer Contractor Reporters Without Borders (March 2020)

- Perform high-risk, time-sensitive Linux system setup and software engineering on short notice
- Fix bugs and patch issues as they arise in real time without disrupting the user experience
- Make sure the systems support the thousands of unique users we see every day

Other Interests

Dungeons & Dragons, Animation, Mechanical Keyboards, Board / Tabletop / Video Games, Theme Parks, Cooking, Brewing