

EDUCATION

University of Utah <i>Master of Entertainment Arts and Engineering, Game Design Track</i> Relevant Coursework: Design I: Gameplay Content, Rapid Prototyping, Combat Design, Systems Design, Studio Capstone, Technical Design	Expected Spring 2027
Tarleton State University <i>Bachelor of Science, Game Design, Minor in Art & Computer Science</i> Relevant Coursework: Environmental Design, Special Effects & Compositing, Software Engineering, 3D Modeling, Narrative Illustration, Games, Graphics, and GUI'S, Data Structures & Algorithms	Dec 2024

PROJECTS

Sloshed <i>Lead Level Designer</i> - A co-op 3D platformer for Windows PC, currently in development by a team of 12. - Built and iterated on level blockouts - Designed co-op interactions and traversal mechanics
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Project Hemorrhage <i>Lead Level Designer</i> - A third-person action RPG for console and Windows PC, developed by a team of six. - Designed and built the level and encounters - Created the tutorial flow - Built and designed all UI elements
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Signal Lost <i>Lead Level Designer</i> - An observation horror game using a custom controller, developed by 13 people over four months. - Designed and built the level - Wrote branching narrative and dialogue - Helped design anomalies and build the controller
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Frostwater Village <i>Game Designer</i> - A lore friendly Skyrim Special Edition mod developed by five people in 8 weeks. - Scripted quest objectives and progression in Skyrim Creation Kit - Wrote and implemented dialogue - Designed and built the Lava Ruin dungeon
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PROFESSIONAL EXPIERENCE

Teaching Assistant, University of Utah Games Assigned to instruct undergraduate courses, Introduction to Game Design, Capstone 2, and Theories of Game and Play	Spring 2026, Fall 2026
Lead Instructor, Youth Education at University of Utah Taught introductory Unreal Engine courses to students ages 9-16 at a summer camp.	May 2026 - August 2026
Assistant Instructor & Intern, Black Rocket Productions Taught technology-focused classes to younger students, including Make Your First Video Game, Minecraft Modding, Drone Adventures, and LEGO Stop Motion.	May 2024 - Aug 2024 Seasonal

EXTRACURRICULAR & AWARDS

Student Commencement Speaker, Tarleton State University	Dec 2024
IndieCade Nominee, IndieCade Festival	Oct 2026

SHAYLIN CARTER

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EDUCATION

University of Utah

Expected Fall 2027

Master of Entertainment Arts and Engineering, Game Design Track

- **Relevant Coursework:** Design I: Gameplay Content, Game Design, Rapid Prototyping

Tarleton State University

Dec 2024

Bachelor of Science, Game Design, Minor in Art & Computer Science

- **Relevant Coursework:** Environmental Design, Special Effects & Compositing, Software Engineering, 3D Modeling, Narrative Illustration, Games, Graphics, and GUI'S, Data Structures & Algorithms

Honors College, Tarleton State University

Aug 2022 - Dec 2024

- **Thesis:** *Exploring the Chemical Reactions in Our Brains Triggered by Different Video Game Genres*

PROJECTS

Sloshed

Lead Level Designer

- A co-op 3D platformer for Windows PC, currently in development by a team of 12.
- Built and iterated on level blockouts
- Designed co-op interactions and traversal mechanics

Tea-Ter Time

Lead Game Designer

- A first-person physics balancing game for Windows PC, developed by 15 people over five weeks.
- Designed the gameplay loop and level
- Built menus and UI animations
- Implemented interactions, win conditions, and transitions

Project Hemorrhage

Lead Level Designer

- A third-person action RPG for console and Windows PC, developed by a team of six.
- Designed and built the level and encounters
- Created the tutorial flow
- Built and designed all UI elements

Signal Lost

Lead Level Designer

- An observation horror game using a custom controller, developed by 13 people over four months.
- Designed and built the level
- Wrote branching narrative and dialogue
- Helped design anomalies and build the controller

Don't Forget

Sole Developer & Designer

- A solo-developed first-person psychological game for Windows PC, in development since 2022.
- Created the game concept and design
- Designed and built the level
- Integrated environment assets, materials, and lighting

Fire Light

Game Designer

- A first-person collection game for Windows PC, developed by five people in one week.
- Designed and built the level
- Placed environment assets and collectibles
- Built menus and UI animations

Burnout

Technical Artist

- A first-person 3D action game for Windows PC, developed by nine people in nine days.
- Designed buttons and the game logo
- Implemented menus and UI animations
- Created and applied the environment shader

Hell*Bert

Technical Designer

- A Q*bert-inspired arcade game for mobile, developed by seven people over three weeks.
- Programmed block interactions
- Implemented difficulty scaling
- Designed and built menus and score display

Kun Peng

Level Designer

- A VR serious game for Oculus Quest 3, developed by eight people over four weeks.
- Designed and built Water and Sky levels
- Integrated assets and supported lighting and VFX
- Scripted triggered narrative text

Frostwater Village

Game Designer

- A lore-friendly Skyrim Special Edition mod developed by five people in 8 weeks.
- Scripted quest objectives and progression
- Wrote and implemented dialogue
- Designed and built the Lava Ruin dungeon

The Dream Weaver

Game Designer

- A three-part Skyrim Special Edition mod developed by three people; timeline isn't listed in your CMS.
- Designed Violet's gameplay and level layout
- Built the environment in Creation Kit
- Scripted quest objectives and progression

PROFESSIONAL EXPIERENCE

Teaching Assistant, University of Utah Games

Spring 2025

- Assigned to instruct undergraduate courses, Introduction to Game Design and Capstone II.

Social Media Manager, Texan Esports

Aug 2023 - May 2025

- Managed and created engaging content, scheduled posts, and promoted events to grow the university esports team's online presence and community engagement.

Assistant Instructor & Intern, Black Rocket Productions

May 2024 - Aug 2024

- Taught technology-focused classes to younger students, including Make Your First Video Game, Minecraft Modding, Drone Adventures, and LEGO Stop Motion.

Seasonal

EXTRACURRICULAR & AWARDS

Student Commencement Speaker, Tarleton State University

Dec 2024

Outstanding Overall Department Graduate, Department of Visual Arts & Design

Oct 2024

