

ETHAN ANDERSON

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SUMMARY

Recent computer science graduate passionate about building functional, well-crafted software. Experience includes interactive 3D scene editors in C++/OpenGL, original games in Godot, and a cross-platform Flutter application for physicians currently in development. I focus on graphics programming, game development, and full-stack web/mobile applications, creating systems that are maintainable and scalable.

TECHNICAL SKILLS

Graphics & Rendering: Godot Engine, OpenGL, SDL2, PyGame, Assimp, ImGui, nlohmann::JSON

Languages: C++, Python, GDScript, Dart, HTML, CSS, GLSL

Full Stack & Mobile: Flutter, Firebase (Auth, Firestore), MongoDB, Wappler, MEAN Stack

Tools: Git, Docker, Visual Studio, VS Code, PyCharm, Android Studio, Figma

Systems: Windows (PowerShell, CMD), Linux (Bash)

PROFESSIONAL EXPERIENCE

Lead Developer | Emastine Advisors (Remote) | *March 2024 - Present*

- Leading full-stack development of community-focused and medical web/mobile platforms using Flutter and Firebase.
- Designing and developing a cross-platform Flutter application for physicians to improve pharmaceutical tracking and accessibility; implemented frontend, backend, and authentication while awaiting integration with live medical APIs.
- Translating Figma concepts into responsive, accessible UI designs, integrating with secure backend services.
- Managing project workflows in Agile environments with Jira and Git, ensuring scalability and maintainability of delivered features.

ADDITIONAL EXPERIENCE

Various Roles | *2016 – 2021*

- Installed and maintained residential HVAC and commercial fire sprinkler systems, ensuring compliance with safety regulations.
- Managed warehouse operations including inventory control, vendor coordination, and shipping/receiving logistics.
- Served as RMA technician, testing, repairing, and tracking returned products while documenting and resolving customer issues.

PROJECTS

OpenGL Scene Editor | Capstone Project

- Developed an interactive 3D scene editor with model import/export, transformation tools, and scene serialization.
- Integrated UI and rendering subsystems, maintaining a C++ codebase of several thousand lines.
- Designed and implemented all systems independently, from architecture to final deployment.

[JAR] | Psychological Horror Game (Godot, GDScript) | *Hawktober Horrors 2025 Game Jam Demo*

- Developed a dynamic HUD with interactable “emotion buttons” that directly manipulate the game world and player state.
- Implemented custom shader, puzzle/platforming mechanics, boss fight logic, and enemy AI behaviors.
- Implemented save system/config file, and autoload scripts for serializing player state and settings configuration.
- Scoped and completed demo within a 1-month development cycle.

We See Shadows | *2-Week Acerola Game Jam Demo (Godot, GDScript)*

- Created a short survival game prototype under a strict two-week deadline.
- Designed levels, built gameplay logic, implemented lighting and UI, and produced all supporting assets.

EDUCATION

- **Southern New Hampshire University**
BS in Computer Science with Concentration in Software Engineering
GPA: 4.0, Summa Cum Laude
- **Clark College** | Running Start Program
- **Battle Ground High School** | Diploma