

Ethan Reeds

Game Programmer

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OBJECTIVE

My goal is to learn as much as possible and to apply that knowledge to a game to make it stand out among others. I am currently a Junior in the Game Programming major at Shawnee State University. I jump at every opportunity to learn more and further my knowledge.

EDUCATION —

Shawnee State University,
Portsmouth OH.
GPA: 3.82

My course work has a very heavy emphasis on gaming. Along with other ETEC courses.

Courses —

Game Programming I + II
Concepts of 3D graphics,
Graphics Programming I + II,
Realtime (Unreal & Unity) I

Future Courses —

Realtime (Custom Engine) II
AI
Optimization
Senior Project I + II

EXPERIENCE

February 2020 - Current
Software Engineer • Intern • Yost Labs

At Yost Labs I work mainly in the R&D department working on smaller custom projects, including writing/debugging firmware, and making a specialty program.

07/17/2017 – 04/14/2018
Fabricator • Fulltime • InSolves

KEY SKILLS

Project organization
Proficient in 3D math
C/C++
Python

Familiar with:
OpenGL
3D modeling with Maya
Unity3D

LEADERSHIP

In group projects that I have been a part of I was always in a lead role. Not because I wanted or demanded to be, but because I saw a lack of leadership structure in the group and knew that someone needed to step up.