

Ethan Heil

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Technical Skills Languages

& Tools

- *General:* C, C++, C# (.NET), Java, Python, Microsoft Visual Studio 2019, HTML
- *Game Development:* OpenGL, DirectX 11, GLSL/Shaders, Unreal Engine 4, Unity Engine (2D & 3D), Git, Certified Scrum Master

Soft Skills

- Exceptional written, oral, and interpersonal communication skills
- Work well in individual, collaborative, and leadership environments
- Effective time management and customer service skills
- Experienced in working collaboratively in cross-disciplinary teams

Education

Champlain College, Burlington, VT

Aug 2018 – May 2022

Bachelor of Science Degree in Game Programming

- Upholding a GPA of 3.5
- Awarded a place on the Dean's List for the Spring 2019 and Spring 2020 semesters.

Game Projects

Hot Swap | Team Size: 10

Nov 2 – Nov 3, 2019

Programmer

- (3D) Sandbox VR game where the player must hide illicit items in their room.
- Used Visual Studio 2019 to program player movement, object outlines, and environment functionality.
- Managed the team's version control workflow.

Spyder | Team Size: 8

Mar 2020 – Apr 2020

Programmer

- (2D) Grappling hook platformer where the player is a secret agent spider infiltrating Wasp HQ.
- Used Visual Studio 2019 to program the UI, scene transitions, player movement, and grappling hook physics.
- Used Unity's Universal Render Pipeline to add lighting effects to each level of the game.
- Managed the team's version control workflow.

Work Experience

Champlain College, Burlington, VT

Sep 2020 – Present

Help Desk Technician

- Provide technical support for students, faculty, and employees.
- Manage a ticket queue and ensure that tasks are assigned to the appropriate departments.