

1192 Severn Ridge Rd – Webster, NY 14580

☐ 585-626-0083 • ☑ eheil20@gmail.com • ⑤ www.ethanheil.com

Technical Skills

Programming: Strong foundation in C, C++, and C#(.NET). Experience with Java, Python, Assembly (MASM), and Microsoft Visual Studio 2019.

Game Development: Experience using modern graphics APIs such as Vulkan, OpenGL, and DirectX. Worked with proprietary/custom rendering frameworks. Unreal Engine 4, Unity Engine (2D & 3D), Git.

Math: Strong foundation in Calculus, Trigonometry, 3D Math, and Physics.

Project Management: Certified Scrum Master (Oct 2019 - Oct 2021), Redmine Project Management Software. Experience leading other programmers on a cross-disciplinary team.

Soft Skills

- Exceptional written, oral, interpersonal communication, and problem-solving skills
- O Works well in individual, collaborative, cross-disciplinary, and leadership environments
- O Effective time management and customer service skills
- O Effective project planning, prioritization, and execution to achieve milestone objectives

Education

Champlain College Burlington, VT

Bachelor of Science Degree in Game Programming
Upholding a GPA of 3.5 – Dean's List Spring 2019, Spring 2020, Fall 2020

Projects

Mapstermind

Lead Programmer, Systems Programmer, Graphics Programmer

Aug 2021- Present

2018-2022

Team Size: 14

- O Implemented using Visual Studio 2019 and Unreal Engine 4
- O Programmed Pieceling and Mapster controls, various visual effects, map events/tasks, hand animation integration
- O Implemented trap placement system, the main menu system, and character selection system
- O Managed the team's version control workflow

Mod Bots

Lead Networking & Systems Engineer

May 2021 - Aug 2021

Team Size: 15

CareAR

- \odot Implemented using Visual Studio 2019 and Unreal Engine 4
- O Setup and implemented networking functionality
- O Programmed player movement, UI, various visual effects, level generation, and loot systems
- $\ \bigcirc$ Managed the team's version control workflow

Work Experience

Earthbreak Games

Lead Networking & Systems Engineer

Burlington, VT *Apr-Aug 2021*

- Implemented core gameplay systems and networking features
- O Worked collaboratively with a large remote cross-disciplinary team
- O Managed the team's version control pipeline

Software Engineering Intern

Rochester, NY

Jul 2021–Feb 2022

- O Conducted research on drone software and system capabilities
- O Researched machine learning software for AR applications
- O Collaborated with a global development team