Ethan Heil

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Technical Skills

Languages & Tools

- *General:* Strong foundation in C, C++, and C# (.NET). Experience with Java, Python, Microsoft Visual Studio 2019, and Assembly (MASM). Experience working with proprietary/custom rendering frameworks.
- *Game Development:* OpenGL, DirectX 11, GLSL/Shaders, Unreal Engine 4, Unity Engine (2D & 3D), Git, Certified Scrum Master. Strong Math and Science Background (Calculus, 3D Math, Trigonometry, Physics).
- *Project Management:* Redmine Project Management Software

Soft Skills

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

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, Spring 2020 and Fall 2020 semesters.

Game Projects

Mapstermind | Team Size: 7   Aug 2021 – Present

Lead Programmer, Systems Programming, Graphics Programming

- 3 vs. 1 asynchronous party game team of 3 (Piecelings) must work together to escape a stage controlled by the opposing player (Mapster) before time runs out.
- Used Visual Studio 2019 and Unreal Engine 4 to program Pieceling and Mapster movement, various visual effects, map events/tasks, hand animation integration, and trap placement systems.
- Managed the team's version control workflow.

Mod Bots | Team Size: 15   May 2021 – Aug 2021

Lead Networking Engineer, Lead Systems Engineer

- Arena combat game where players fight off waves of enemies and fearsome gladiators.
- Used Visual Studio 2019 and Unreal Engine 4 to program player movement, various visual effects, level generation, loot system, and networking functionality.
- Managed the team's version control workflow.

Work Experience

Earthbreak Games, Burlington, VT   Apr 2021 – Aug 2021

Co-Founder, Lead Systems Engineer, Lead Networking Engineer

- Worked collaboratively with a large remote interdisciplinary team
- Managed the team's version control pipeline
- Implemented core systems and networking features for Mod Bots

CareAR, Rochester, NY   Jul 2021 – Present

Intern

- Conducted research on drone software and system capabilities
- Experimented with machine learning software for AR applications