Ethan Heil

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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

○ 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 milestone objectives

Education

Champlain College   **Burlington, VT**
Bachelor of Science Degree in Game Programming   *2018–2022*
Upholding a GPA of 3.5 – Dean's List Spring 2019, Spring 2020, Fall 2020

Projects

Mapstermind
Lead Programmer, Systems Programmer, Grpahics Programmer   *Aug 2021– Present*
Team Size: 14

○ Implemented using Visual Studio 2019 and Unreal Engine 4

○ Programmed Pieceling and Mapster controls, various visual effects, map events/tasks, hand animation integration

○ Implemented trap placement system, the main menu system, and character selection system

○ Managed the team's version control workflow

Mod Bots
Lead Networking & Systems Engineer   *May 2021 - Aug 2021*
Team Size: 15

○ Implemented using Visual Studio 2019 and Unreal Engine 4

○ Setup and implemented networking functionality

○ Programmed player movement, UI, various visual effects, level generation, and loot systems

○ Managed the team's version control workflow

Work Experience

Earthbreak Games   **Burlington, VT**
Lead Networking & Systems Engineer   *Apr–Aug 2021*

○ Implemented core gameplay systems and networking features

○ Worked collaboratively with a large remote cross-disciplinary team

○ Managed the team's version control pipeline

CareAR   **Rochester, NY**
Software Engineering Intern   *Jul 2021–Feb 2022*

○ Conducted research on drone software and system capabilities

○ Researched machine learning software for AR applications

○ Collaborated with a global development team