

# Ethan Heil

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## Technical Skills

**Programming:** Strong foundation in C, C++, C#(.NET), GLSL, HLSL, and Visual Studio 2019/2022

**Game Development:** Experience developing games in Unreal Engine 4 & 5, Unity Engine (2D & 3D), Git, Perforce.

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

**Project Management:** Certified Scrum Master (Oct 2019 - Oct 2021), Redmine Project Management Software. Notion, Jira. 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 skills
- Effective project planning, prioritization, and execution to achieve milestone objectives

## Education

### Champlain College

Burlington, VT

2018–2022

Bachelor of Science Degree in Game Programming  
GPA of 3.4 – Dean's List Spring 2019, Spring 2020, Fall 2020

## Work Experience

### Respawn Entertainment

Atlanta, GA

Nov 2023–Aug 2025

#### Software Engineer

#### Star Wars Jedi Survivor (PS4/XB1):

- Iterated on and improved existing gameplay features
- Improved player experience by fixing various gameplay and visual bugs

#### Unannounced Project:

- Created and iterated on developer tools to improve artist and designer workflows
- Implemented and improved upon various gameplay and UI features
- Helped to improve existing engine features

### Punch Card Games

Atlanta, GA

Aug 2023–Nov 2023

#### Software Engineer

#### Killing Floor 3:

- Implemented zombie wound displacement system
- Implemented a proof-of-concept mesh slicing system for limb dismemberment

### Starmi Games

Atlanta, GA

Aug 2022–Aug 2023

#### Gameplay Engineer - Dragonspire

- Implemented core gameplay abilities and systems
- Implemented multiplayer lobby front-end functionality
- Iterated on and improved existing gameplay systems

## Projects

### Star Wars: Jedi Survivor (PS4/XB1)

Nov 2023–Sept 2024

#### Software Engineer

### Killing Floor 3

Aug 2023–Nov 2023

#### Software Engineer

### Dragonspire

Aug 2022–Aug 2023

#### Gameplay Engineer