

# Ethan Heil

1192 Severn Ridge Rd – Webster, NY 14580

☎ 585-626-0083 • ✉ eheil20@gmail.com • 🌐 www.ethanheil.com

## 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

*Bachelor of Science Degree in Game Programming*

GPA of 3.4 – Dean's List Spring 2019, Spring 2020, Fall 2020

**Burlington, VT**

*2018–2022*

## Work Experience

---

### Respawn Entertainment

*Software Engineer*

**Atlanta, GA**

*Nov 2023–Aug 2025*

#### 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

*Software Engineer*

**Atlanta, GA**

*Aug 2023–Nov 2023*

#### Killing Floor 3:

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

### Starmi Games

*Gameplay Engineer - Dragonspire*

**Atlanta, GA**

*Aug 2022–Aug 2023*

- 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)

*Software Engineer*

*Nov 2023–Sept 2024*

### Killing Floor 3

*Software Engineer*

*Aug 2023–Nov 2023*

### Dragonspire

*Gameplay Engineer*

*Aug 2022–Aug 2023*