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: Jira, Github Projects. Experience collaborating with cross-disciplinary teams.

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**
Bachelor of Science Degree in Game Programming   *2018–2022*
GPA of 3.4 – Dean's List Spring 2019, Spring 2020, Fall 2020

Work Experience

Respawn Entertainment   **Atlanta, GA**
Software Engineer   *Nov 2023–Aug 2025*

Star Wars Jedi Survivor (PS4/XB1):

○ Iterated on and improved existing gameplay features

○ Improved player experience through bug fixes and visual polish

○ Improved stability and performance on last-gen consoles

Unannounced Project:

○ Implemented and improved gameplay systems and features

○ Implemented various UI features

○ Improved exisiting engine features

○ Created and iterated on developer tools to improve designer and artist workflows

Punch Card Games   **Atlanta, GA**
Software Engineer   *Aug 2023–Nov 2023*

○ Worked with other studios to assist with game feature development

○ Implemented proof of concept wound displacement system

○ Implemented proof of concept mesh slicing system for limb dismemberment

Starmi Games   **Atlanta, GA**
Gameplay Engineer   *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*