

# ETHAN BUCHANAN

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PROGRAMMER

801-850-4267

<https://github.com/EthanBuchanan/Game-Portfolio>

## OBJECTIVE

Look for a part-time programming position to gain experience while I finish my education. I'm particularly interested in developing high security sites, and learning new languages like Java or PHP.

## SKILLS

### Languages

C#  
Python  
Lua  
CSS  
HTML

### Software

Unity  
Microsoft visual studio  
Source tree  
Bitbucket  
Sublime text

### Cross Discipline

Collaborative  
Adaptable  
Game Design  
IT experience  
Graphical design

## PROJECTS

Dead horse	A top down brawler with quirky mechanics and a sense of humor. ~350 dev hours
Wilted	An artistic game built with a group intending to invoke guilt. ~900 dev hours
Grandfather paradox	A 2D puzzle platformer built in 48 hours for GMTK's game jam.
Section-J	An arena game where players enter commands 10 turns before play.
Chess	A command-line implementation of the classic game.
Dot Game	An Arcade game with randomly cycling tiles to keep the player moving.
Machine learning	A custom built machine learning engine based on the genetic learning algorithm.
MTBRF	A simple text based fighter intended to test my machine learning engine.

## WORK EXP.

Internship at Inetz Media Group  
(Web application development)  
June 2015 - August 2015

Employee Pizza bus  
April 2018 - November 2018

## EDUCATION

Graduated Highschool  
Skyridge Highschool  
August 2015 - May 2018

Attending College  
UVU  
August 2018 - Present

## MISC

I built my first game board  
game when I was 8 years old.

I enjoy learning and thinking  
about philosophy.

I play Dungeons and Dragons  
regularly