

Ethan Chan

echan077@gmail.com | 07888271819 | [LinkedIn](#) | [Portfolio](#)

Education

University of Sussex

BSc Games and Multimedia Environments

Obtained: First Class Honours

Brighton, East Sussex

September 2021 - July 2024

The Thomas Hardy School

A-Levels: Computer Science, Mathematics, Physics

Dorchester, Dorset

July 2021

Work Experience

Outrun Digital

Remote

Gameplay Programmer/ Level Designer

April 2025 - Present

- Developed core gameplay mechanics on a 2D roguelike shoot 'em up, including player movement, unique abilities, and gameplay progression, contributing to overall game flow and player experience.
- Utilised Unity's core systems such as lighting, physics, and UI to maintain stability and performance for smooth development in a VR environment, ensuring efficient development and device compatibility.
- Conceptualised early level design using Unity's built-in package: 'ProBuilder', to block out prototypes for levels during early stages of development enabling modular level testing for layout, scale, and pacing.

Lee Garden Chinese Restaurant

Dorchester, Dorset

Professional Wait Staff

January 2017 - Present

- Optimised transaction efficiency by implementing a C# .NET application that automatically calculated customer discounts during the 'Eat Out Help Out' scheme (2020).
- Assisted management with designing promotional posters by using Photoshop and Illustrator and iterating based on feedback, resulting in effective marketing material for events.
- Performed front and back of house operations, enhancing customer satisfaction by managing orders with 99% accuracy.

Project Experience

University of Sussex

Brighton, East Sussex

Final Year Project: 'AceUP - A Game of Blackjack and Cheating'

October 2023 - May 2024

- Conducted research on combining genres to create engaging gameplay mechanics by analysing similar games and titles, decreasing production time by 6 weeks.
- Showcased the game on behalf of the university at Develop:Brighton (2024) where over 5000 members attended, building excitement in preparation for the games launch.
- Implemented game features such as AI opponents, UI/UX systems, and a progressive game loop, establishing a fully developed game reaching 27 downloads in the first month of release.

University of Sussex

Brighton, East Sussex

Group Project: 'Rebellion' and 'The Lab'

September 2022 - May 2023

- Produced two games using Unity in my second year of university by coordinating and delegating tasks to a team of six. Resulting in 'Rebellion' receiving the highest grade in the class, and 'The Lab' receiving a 92% and outperforming our peers.
- Developed gameplay mechanics to both games by writing and debugging C# code and assisting with level designers and animators leading to two bug-free playable deliverables.
- Established clear communication by tracking progress using Git, Trello, and organising bi-weekly meetings, represented by a 33% increase in team collaboration and a 60% improvement for documentation.

Games Job Live

Remote

Game Parade Game Jam

November 2021

- Joined my first game jam alongside 231 participants and 54 submissions, achieving Top 3 placement for the 'Best Narrative' category and Top 5 for the '3D Art' Category.
- The game was featured on the GJL YouTube channel where it was judged by 46 Industry experts, increasing further downloads by 15%.

Skills

Programming Skills: C#, Python, Java, HTML

IT Skills: Unity, Blender, Adobe Creative Suite, Microsoft Office Suite, Git

Languages: English (Fluent), Mandarin and Native Cantonese (Conversational)