

Ethan Y. Wang

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EDUCATION

University of Illinois Urbana-Champaign

Bachelor of Science in Computer Engineering

Expected May 2027

Relevant Coursework: Computer Systems and Programming, Data Structures, Discrete Structures, Linear Algebra with Computational Applications, Top Down Video Game Design, Digital Signal Processing, Digital Systems Laboratory, Wireless Networks, GPA: 3.55/4.00

EXPERIENCE

The stu/dio at Illinois

Game Designer/Software Engineer

Oct 2023 - Present

Urbana, IL

- Collaborated in a student-run development studio (The stu/dio) as a designer and software engineer.
- Designed and implemented gameplay systems in Unreal Engine using Blueprint and C++, supporting the engineer.
- Used tools such as Miro, Photoshop, and Canva to develop core gameplay loops and feature breakdowns focusing on clarity and developer-friendly implementation.
- Produced clean, structured documentation to reduce back-and-forth during implementation and speed up development.
- Led decisions across multiple design disciplines, such as Level Design, Mechanics Design, and Technical Design.

GameBuilders

President/Exec/Game Designer

Feb 2024 - Present

Urbana, IL

- Managed 5+ interdisciplinary teams through full projects from design to programming to release, advising and assisting with Unity, Github, Managing Timelines, and Game Design.
- Create design documentation on level pacing and progression curve, iterating based on player difficulty feedback.
- Revitalized club by introducing regular socials, semesterly game jams, and improving outreach, resulting in +~50% semester-to-semester member retention, over 2x in total members, and a livelier, more close knit community.

PROJECTS

Master Dancer ([portfolio](#))

May 2024 - Present

- Served as sole designer during early development, coordinating directly with programmers, artists, and production.
- Designed and implemented level designs in Unreal Engine with Blueprint.
- Authored clear, implementation-focused design documentation to streamline the development process.
- Authored documents such as Gameplay Loops, Technical Design Docs, Feature Breakdowns, and Art Reference Boards.
- Iterated design based on QA testing and user feedback, improving clarity, pacing, and player understanding.

Holoswipe ([itch.io](#))

Jun 2025 – Jul 2025

- Developed fast paced 3D roguelike in Unity for a 2-week game jam with emphasis on economy and inventory management.
- Implemented core systems in C#, including disaster/enemy logic, stat objects, UI, and a Resident Evil-inspired inventory.
- Balanced item effects and economy using a data-driven system to create a variety of unique and fun builds.
- Built a fast-paced roguelike economy, balancing disaster and loot rates to incentivize aggressive play.

Bike The Bullet ([itch.io](#))

Jun 2024 - Jun 2024

- Led cross-functional team of 4 to compete in Monkey Jam 2024, creating a shoot 'em up game with 300+ plays in 3 days.
- Designed combat pacing and enemy attack patterns to reward aggression while keeping patterns readable.
- Delivered clear feature guidance to programmers during 72-hour development, prioritizing responsive feel and concise scope.
- Wrote detailed design documents such as System Breakdowns, and Feature Breakdowns.

SKILLS

Programming Languages: C++, C#, Java, Python, C, LC-3 Assembly, HTML5, JavaScript, CSS, MATLAB

Additional Technologies: Unreal Engine (Blueprints, C++), Unity, Godot, Github, Photoshop, Miro, Canva, Figma, NumPy

Organizations: UIUC Gamebuilders, ACM, The stu/dio at Illinois,