Ethan Y. Wang

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EDUCATION

University of Illinois Urbana-Champaign   **Expected May 2027**
Bachelor of Science in Electrical Engineering
Relevant Coursework: Introduction to Computing, Calculus 3, University Physics: Electricity and Magnetism, University Physics, Quantum Physics, Computer Systems and Programming, Linear Algebra with Computational Applications, Top Down Video Game Design, Discrete Structures, Univ Physics: Thermal Physics, Introduction to Electronics
GPA: 3.57/4.00

EXPERIENCE

UIUC stu/dio   **Oct 2023 - Present**
Software Engineer/Designer   *Urbana, IL*
- Developed interactive projects using Unity and the SteamVR package, focusing on creating fun and intuitive experiences.
- Wrote comprehensive design documents including, but not limited to, system breakdowns, system loops, tone targets, UI mockups, level designs, and art references for 3 projects. Consistently wrote meeting notes to keep team informed.

UIUC Gamebuilders   **Feb 2024 - Present**
Game Designer/Executive   *Urbana, IL*
- Designed over 30 levels, refining level progression to maximize player retention for Triplight, a Sokoban-styled puzzle game.
- Collaborated on UI design, art direction, and sound design to create a cohesive and engaging player experience.
- Assigned and assisted 5 game development teams of 8+ members to individually create Steam ready games

Gamers Not Players   **Jun 2019 - Aug 2023**
Co-Founder/Software Engineer   *Cupertino, CA*
- Initiated GitHub/Unity team to participate in 8 Game Jams (Hackathons); 2nd place 3 times out of over 20 teams.
- Led game design decisions, such as game balance, level design, as well as creative decisions, and efficiently cut down scope based on time constraints and programming challenges.

PROJECTS

Bike The Bullet   **Jun 2024**
- Created and led a cross-functional team of 4 to compete in Monkey Jam 2024, managing the project under a 3 day time constraint by quickly establishing a task list and rough timeline.
- Wrote design documents such as systems breakdowns, systems loops, and gameplay loops while leading creative decisions such as art direction and sound design to shape the game's vision.
- Programmed nearly the entire game, including enemies, menus, cutscenes and boss fight within the 3 day time limit in Unity.

Fitness Journey   **Apr 2024**
- Won 1st place in Gamebuilders' 2 day game jam as a solo competitor against several teams.
- Designed and programmed a Dumb Ways to Die inspired minigame within 48-hours using Unity, Visual Studio, and Photoshop, complete with addictive gameplay, creative sound design, and stunning hand-drawn art.

Armageddon   **Jun 2021**
- Designed 7 intricate levels, ensuring a balanced difficulty progression, and enhancing the overall player experience.
- Programmed the game using Unity, implementing core mechanics and optimizing gameplay performance.

ADDITIONAL

Programming Languages: C#, Java, Python, C++, C, LC-3 Assembly, HTML5, JavaScript, CSS, MATLAB
Additional Technologies: Unity, Unreal Engine, Godot, NumPy, Arcade.py, NewtonVR, SteamVR
Organizations: UIUC Gamebuilders, UIUC stu/dio, HackIllinois, Virtual Reality Club, Project:Code