

# 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, NumPy, Arcade.py, NewtonVR, SteamVR

Organizations: UIUC Gamebuilders, UIUC stu/dio, HackIllinois, Virtual Reality Club, Project:Code