

# Ethan Y. Wang

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## EDUCATION

University of Illinois Urbana-Champaign

Expected May 2027

*Bachelor of Science in Electrical Engineering*

Relevant Coursework: Computer Systems and Programming, Linear Algebra with Computational Applications, Top Down Video Game Design, Discrete Structures, Analog Signal Processing, Data Structures

GPA: 3.57/4.00

## EXPERIENCE

The stu/dio at Illinois

Oct 2023 - Present

*Game Designer/Software Engineer*

*Urbana, IL*

- Leveraged tools such as **Miro, Photoshop, Canva, and Unreal Engine** to develop clear and effective designs across multiple design disciplines, such as **Gameplay Loops, Feature Breakdowns, and Paper Prototypes**.
- Led decisions across multiple design disciplines, such as **Level Design, Mechanics Design, and Technical Design**.
- Developed two projects selected for display at the Playful by Design Conference, recognized for excellence in **Visual Impact** and **User Experience**, surpassing 5+ other projects developed at stu/dio.

GameBuilders

Feb 2024 - Present

*Executive Board Member/Game Designer*

*Urbana, IL*

- Formed and guided 5 game development teams with over 50 members to individually create Steam ready games.
- Contributed to **Level Design, UI, and Mechanics Design**, while teaching **Unity** programming and basic design principles.
- Established optimized weekly schedule, organized socials and campus-wide projects showcases, and conducted design/programming workshops, increasing member retention rate to 61% (up from ~48% the previous year).

Gamers Not Players

Jun 2019 - Aug 2023

*Gameplay Programmer/Game Designer*

*Cupertino, CA*

- Initiated **GitHub/Unity** team to participate in 8 Game Jams (Hackathons); 2nd place 3 times out of over 20 teams.
- Programmed core game mechanics using **Unity, C# and Python** to deliver engaging gameplay experiences to 100+ players.
- Led game design decisions, such as **Game Balance** and **Level Design**, and efficiently cut scope based on time constraints.

## PROJECTS

Master Dancer ([portfolio](#))

May 2024 - Present

- Designed and developed a game to teach players about dance techniques and the history of Loie Fuller.
- Led all design decisions across multiple disciplines, including **Mechanics Design, Technical Design, and Level Design**
- Authored documents such as **Gameplay Loops, Technical Design Docs, Feature Breakdowns, and Art Reference Boards**.

Triplight ([itch.io](#))

Jan 2024 - Present

- Designed 30+ levels for Sokoban-style puzzle game, refining level progression to increase playtester engagement by 41%.
- Collaborated on **Greybox Prototypes and Feature Breakdowns** to create a cohesive and engaging player experience.

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.
- Wrote detailed design documents such as **System Breakdowns, and Feature Breakdowns**.
- Programmed the majority of the game in **Unity** while directing creative aspects such as **Art Direction and Sound Design**.

## SKILLS

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

Additional Technologies: Unity, Unreal Engine, Godot, Github, Photoshop, Miro, Canvas, Figma, NumPy

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