

# 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

### The stu/dio at Illinois

Oct 2023 - Present

*Software Engineer/Game Designer*

*Urbana, IL*

- Developed 2 projects which were both displayed at the Playful by Design Conference, outperforming 5+ other projects.
- Coordinated team meetings, facilitated effective communication, and provided logistical support for events and conferences.
- Utilized tools such as **Miro, Photoshop, and Unreal Engine** to develop clear and effective designs across multiple design disciplines, such as **systems overviews, gameplay loops, and level designs**.

### GameBuilders

Feb 2024 - Present

*Executive Board Member/Game Designer*

*Urbana, IL*

- Formed and guided 5 game development teams of 8+ members to individually create Steam ready games.
- Established optimized schedule, organized socials, and conducted design/programming workshops, resulting in **2x increase in member satisfaction**, as well as **increasing member retention rate to 61% (up from ~48% the previous year)**.
- Spearheaded recruitment efforts through online and in-person events **increasing first meeting attendance from 40 to 90**.

### Gamers Not Players

Jun 2019 - Aug 2023

*Software Engineer/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 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

May 2024 - Present

- Designed and developed a game to teach players about dance techniques and the history of Loie Fuller.
- Led all design decisions, including gameplay, art, sound, music, levels, and technical features.
- Authored documents such as **gameplay loops, level traversal systems, tutorial systems, and system overviews**.

### 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 UI design, art direction, and sound design 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 bullet-hell style game with **300+ plays** in 3 days.
- Wrote detailed design documents such as **systems breakdowns, systems loops, and gameplay loops**.
- 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, Photoshop, NumPy, Arcade.py, NewtonVR, SteamVR

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