

Ethan Degen

Game Designer

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[Linkedin](#)

[Portfolio](#)

Career Summary

- A designer with experience in level, gameplay, system, and AI design
- Provided detailed explanations of design features through concise documentation
- Lead groups of up to 12 developers at a time in day-to-day tasks to reach production goals
- Recognized for excellent interpersonal skills and consistently reviewed as a team player who likes challenges and accountability
- Obtained Eagle Scout after 9 years in Scouting

PROJECTS

B.L.A.S.T. — Shawnee State 2022 Senior Game Design Project

- Worked 16 months as the lead level designer, lead system designer, and lead engineer in a PvPvE Arena FPS project of 20 students
- Designed gameplay systems, AI, and levels while leading 11 other engineers in the creation and implementation of these systems

Turning Point — 2022 Global Game Jam

- Worked with 6 others to create a first-person game in 48 hours themed around the concept of Duality
- Designed level and gameplay elements to fit theming while overseeing the team's general production

EDUCATION

Shawnee State University, Portsmouth, Ohio— BS Digital Simulation, Gaming Engineering, and Design

08 2019 - Current

- Transferred to receive a more difficult education with a direct focus on game design.

Bowling Green State University, Bowling Green, Ohio— BS Computer Science and Programming

01 2018 - 05 2019

- Started Education in Computer Science to get a job in the video game industry.

SKILLS

Experienced in Unreal Engine 4, Unity, and O3DE (Lumberyard)

Adept in 3D Level Design, Combat Design, AI Design, Documentation, Economy Balancing, and scripting

Proficient in C++, C, and Python

Familiar with HTML, CSS, Java, Ruby, Haskell, Pascal, and Scala

Experienced with Perforce, Trello, Shotgun, and Maya

Provides Detailed Feedback from QA Testing

AWARDS

Scouts BSA - Eagle Scout