

Ethan Degen

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Career Summary

- Experienced in designing and implementing player facing game systems like weapons, movement, game AI as well as back end gamemode systems
- Lead and managed groups of up to 20 developers at a time in day-to-day tasks to reach production goals
- Recognized for excellent collaboration and consistently reviewed as a team player who likes challenges and accountability

Work Experience

Zenimax Online Studios | Brian Wheeler

June 2023 – March 2024

200 International Circle, Cockeysville, Maryland 21030

- Created prototype levels and gamemodes for internal use using proprietary scripting tools
- Used in-house scripting tools to create and assist in the creation of gameplay systems, in-game abilities, and item sets

Combat Waffle Studios | Scott Albright

August 2022 – December 2022

Port Charlotte, Florida

- Managed 15 developers in week long sprints to meet monthly deadlines set by myself, the lead developer, and the CEO
- Created a limb based medical system to circumvent base VR limitations and allow for players to heal without breaking the world's immersion
- Designed and created tools to streamline map creation using blueprint scripting in Unreal Engine 4.27

Personal Projects

17th Aux Mod | Arma 3 Mod

February 2023 – February 2024

Lead Developer

- Leading 3-4 people in the creation and implementation of custom armors, weapons, and vehicles using C++ and custom textures
- Used undocumented libraries in order to access functions needed for custom asset development and implementation

B.L.A.S.T. | Unreal Engine 4 Senior Project

January 2021 – April 2022

Lead Software Engineer

- Worked 16 months as the lead designer in a PvPvE Arena FPS project of 20 students
- Designed and created game AI, gameplay systems, levels, and encounters while leading 11 engineers in the creation and implementation of these systems using C++ and unreal scripting

Skills

- Proficient in C++, C#, C, Python, HTML, CSS, and Unreal Scripting
- Experienced in Unreal Engine 4, Unity, and O3DE (Lumberyard)
- Knowledgeable with Perforce, Github, Trello, and Shotgrid

Education

Shawnee State University

Portsmouth, Ohio

B.S. in Digital Simulation, Gaming Engineering, and Design | 128 Credit Hours

May 2023