# **Ethan Degen**

### Game Designer

### **Career Summary**

- A designer with experience in level, gameplay, system, encounter design, and team management
- Lead 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

### **PROJECTS**

### **Ghosts of Tabor** — *Combat Waffle Studios* **Project Manager** | **08 2022 - Current**

- Manages 15-20 developers in week long sprints to meet monthly deadlines set by myself, the lead developer, and the CEO
- Assists in level design and creating tools to streamline map creation using blueprint scripting in Unreal Engine 4.27

### **B.L.A.S.T.** — Shawnee State Senior Project Lead Engineer | 01 2021 - 04 2022

- Worked 16 months as the lead level designer, system designer, and programmer in a PvPvE Arena FPS project of 20 students
- Designed and iterated levels, gameplay systems, and gameplay encounters while leading 11 other programmers in the creation and implementation of these systems in Unreal 4.26 using C++

### Turning Point — 2022 Global Game Jam

- Worked within a team of six to create a first-person game in 48 hours themed around the concept of Duality in Unreal 4.26
- Designed the level and encounters to fit the jam's theme while overseeing the team's general production

### **EDUCATION**

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

### 08 2019 - Current

• Transferred in to receive a more challenging education with a direct focus on game design.

## **Bowling Green State University,** Bowling Green, Ohio—BS Computer Science

### 01 2018 - 05 2019

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

### <u>e degen@outlook.com</u> <u>Linkedin</u> Portfolio

#### **SKILLS**

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

Highly skilled in 3D Level Design, Combat Design, AI Design, Documentation, and Scripting

Proficient in C++, C, Python, HTML, and CSS

Experienced with Perforce, Trello, Shotgrid, and Maya

#### **AWARDS**

Scouts BSA - Eagle Scout