Ethan Degen | Associate Designer

https://www.linkedin.com/in/ethandegen/ | https://www.ethandegen.co/ | e_degen@outlook.com

Career Summary

- Experienced in designing levels, encounters, gameplay mechanics, and player facing game systems like PvP
- 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

Elder Scrolls Online | Zenimax Online Studios   June 2023 – Present
Combat Design Intern

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

Ghosts of Tabor | Combat Waffle Studios   August 2022 – December 2022
Project Manager

- Managed 15 developers in week long sprints to meet monthly deadlines set by myself, the lead developer, and the CEO
- Created NERDS medical system to circumvent base VR limitations
- 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 Designer

- 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 programmers in the creation and implementation of these systems using C++ and unreal scripting

Education

Shawnee State University   Portsmouth, Ohio
B.S. in Digital Simulation, Gaming Engineering, and Design   May 2023

Skills

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