Ethan Degen

Game Designer

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[Portfolio](#)

PROJECTS

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

Worked 16 months (01/2021 - 05/2022) as the lead level designer, lead system designer, and lead engineer in a project of 20 students. Designed the gameplay systems, AI, and level while leading 11 other engineers in the creation and implementation of these systems. B.L.A.S.T. was a PvPvE arena FPS.

Turning Point — *2022 Global Game Jam*

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

EDUCATION

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

08 2019 - Current

Transferred to to receive a more difficult education with a direct focus in 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.

EXPERIENCE

S&W Leasing, Lima, Ohio — *Laborer*

05 2013 - PRESENT

Operated heavy machinery in excavation sites and performed strenuous manual labor.

SKILLS

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

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

Proficient in Programming and Scripting

Experienced with Perforce, Trello, Shotgrid, and Maya

Providing Detailed Feedback from QA Testing

AWARDS

Boy Scouts of America Eagle Scout

LANGUAGES

Proficient in C++, C, and Python

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