

Ethan Degen

Game Designer

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[Linkedin](#)

[Portfolio](#)

Career Summary

- A designer with experience in level, gameplay, system, and AI design
- Lead groups of up to 12 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
- Obtained Eagle Scout after nine years in Scouting

SKILLS

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

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

Proficient in C++, C, Python, HTML, CSS, Java, Ruby, Haskell, Pascal, and Scala

Experienced with Perforce, Trello, Shotgun, and Maya

AWARDS

Scouts BSA - Eagle Scout

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 and iterated levels, gameplay systems, and AI while leading 11 other engineers in the creation and implementation of these systems

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
- 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 challenging 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.