# **Ethan Degen**

# Programmer

### **Career Summary**

- A programmer 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**

## **17th Aux Mod** — Personal Arma 3 Project Lead Developer | 11 2022 - Current

- 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

### Ghosts of Tabor — Combat Waffle Studios Project Manager | 08 2022 - 12 2022

- Managed 15-20 developers in week long sprints to meet monthly deadlines set by myself, the lead developer, and the CEO
- Assisted in programming tools to streamline map creation using blueprint scripting in Unreal Engine 4.27

# **B.L.A.S.T.** — Shawnee State Senior Unreal Engine 4 Project Lead Engineer | 01 2021 - 04 2022

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

# Custom Game Engine — 2021 Shawnee State Student Project Class Project | 01 2021 - 04 2021

- Created a game engine from scratch using C++ and the OGRE graphical library
- Highlights were learning how to use Singletons, Object-Oriented Class Structures, Custom Physics, and implementing Python Scripting

### **EDUCATION**

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

#### 08 2019 - Current

• Transferred in for a challenging Comp. Sci. education

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

#### **SKILLS**

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

Experienced with Perforce, Github, Trello, and Shotgrid

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

### **Volunteer Work**

Volunteered at Lima Veterans Food Pantry

Established and ran Shawnee State House program for students to collaborate on projects

### **AWARDS**

Scouts BSA - Eagle Scout