

Ethan Degen

Level Designer

e_degen@outlook.com

[Linkedin](#)

[Portfolio](#)

Career Summary

- Experienced in gameplay mechanics, game systems and encounter, and level design and implementation
- 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

PROJECTS

17th Aux Mod — *Personal Arma 3 Project*

Lead Developer | 11 2022 - Current | Leads Project

- 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 | Worked under Scott Albright

- 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

B.L.A.S.T. — *Shawnee State Senior Unreal Engine 4 Project*

Lead Designer | 01 2021 - 04 2022 | Lead the Project

- 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

Custom Game Engine — *2021 Shawnee State Student Project*

Class Project | 01 2021 - 04 2021 | Solo Project

- 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* | 128 Credit Hours

08 2019 - Current

SKILLS

Proficient in Unreal Scripting, 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

Lima Veterans Food Pantry - Handed out food packages to veterans twice a month for 2 years before the pantry closed

Established and ran Shawnee State House program for students to network and collaborate on projects 5 days a week for 4 years

AWARDS

Scouts BSA - Eagle Scout