| Ethan Degen  Game Designer | [**e\_degen@outlook.com**](mailto:e_degen@outlook.com)  [**Linkedin**](https://www.linkedin.com/in/ethandegen/)  [**Portfolio**](https://www.ethandegen.co) |
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| Career Summary  * A designer 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  PROJECTSGhosts of Tabor — *Combat Waffle Studios***Project Manager | 08 2022 - Current**  * Manages 15-20 developers in week long sprints to meet monthly deadlines set by myself, the lead developer, and the CEO * Assists in level design and creating tools to streamline map creation using blueprint scripting in Unreal Engine 4.27  B.L.A.S.T. — *Shawnee State Senior Project***Lead Engineer |01 2021 - 04 2022**  * Worked 16 months as the lead level designer, system designer, and programmer in a PvPvE Arena FPS project of 20 students * Designed and iterated levels, gameplay systems, and gameplay encounters while leading 11 other programmers in the creation and implementation of these systems in Unreal 4.26 using C++  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 in Unreal 4.26 * Designed the level and encounters to fit the jam’s theme while overseeing the team's general production  EDUCATIONShawnee State University, Portsmouth, Ohio— *BS Digital Simulation, Gaming Engineering, and Design***08 2019 - Current**  * Transferred in to receive a more challenging education with a direct focus on game design.  Bowling Green State University, Bowling Green, Ohio— *BS Computer Science***01 2018 - 05 2019**  * Started Education in Computer Science to get a job in the video game industry. | SKILLS  * Experienced in Unreal Engine 4, Unity, and O3DE (Lumberyard) * Highly skilled in 3D Level Design, Combat Design, AI Design, Documentation, and Scripting   Proficient in C++, C, Python, HTML, and CSS   * Experienced with Perforce, Trello, Shotgrid, and Maya  AWARDS Scouts BSA - Eagle Scout |