| 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, 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  PROJECTSB.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  EDUCATIONShawnee 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. | 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, Shotgrid, and Maya  AWARDS Scouts BSA - Eagle Scout |
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