| Ethan Degen  Level 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  * 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  PROJECTS17th 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  EDUCATIONShawnee 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 panty 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 |