| Ethan Degen  Game Designer | **(567) 204-9197**  [**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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| PROJECTSB.L.A.S.T. — Shawnee State 2022 *Senior Game Design Project* Worked 16 months (01/2021 - 05/2022) as the lead level designer, lead system designer, and lead engineer in a project of 20 students. Designed the gameplay systems, AI, and level while leading 11 other engineers in the creation and implementation of these systems. B.L.A.S.T. was a PvPvE arena FPS. Turning Point — *2022 Global Game Jam* Worked with 6 others to create a game in 48 hours themed around the concept of Duality. Designed the level and gameplay elements to fit the theme while overseeing the team's general production. Turning Point was a first person experience. EDUCATIONShawnee State University, Portsmouth, Ohio— *BS Digital Simulation And Gaming Engineering And Design*08 2019 - Current Transferred to to receive a more difficult education with a direct focus in 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. EXPERIENCES&W Leasing, Lima, Ohio — *Laborer*05 2013 - PRESENT Operated heavy machinery in excavation sites and performed strenuous manual labor. | SKILLS  * Experienced in Unreal Engine 4, Unity, and O3DE (Lumberyard) * Adept in 3D Level Design, Combat Design, AI Design, Documentation, and Economy Balancing * Proficient in Programming and Scripting * Experienced with Perforce, Trello, Shotgrid, and Maya * Providing Detailed Feedback from QA Testing  AWARDS **Boy Scouts of America Eagle Scout** LANGUAGES  * Proficient in C++, C, and Python * Familiar with HTML, CSS, Java, Ruby, Haskell, Pascal, and Scala |
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