ETHAN
DAVILA

Knoxville, TN 🏠
the.ethandav@gmail.com ✉
https://ed-web.vercel.app/ 🌐
https://github.com/biznut-dev/ </>

OBJECTIVE

I'm a gameplay and systems programmer with experience in both Unreal Engine 5 and Unity, software engineering, and various programming languages. I am very passionate about games, and I am currently looking to break into the industry. Please view my portfolio website for a more complete list of my achievements: https://ed-web.vercel.app/

EXPERIENCE

AI Programmer (Unreal Engine 5) | Pursuit of Laughter

GLOBAL GAME JAM (48 HRS) JAN 2024
HTTPS://GLOBALGAMEJAM.ORG/GAMES/2024/PURSUIT-LAUGHTER-3-0

- Worked with behavior trees and C++ components to implement the boss AI and holy light ability

Lead Programmer (Unreal Engine 5) | Big Mow

BIG MODE GAME JAM (2 WEEKS) DEC 2023
HTTPS://BIZNUT.ITCH.IO/BIG-MOW

- Implemented custom movement and controls using the physics engine and Enhanced Input System
- Implemented custom projectile, big mow transformation, collision, and rage meter UI

Lead Programmer, Combat Designer (Unity) | Goodbye Lorelei - Nosedive Studios

FALL SEMESTER 2023 - NOW

- Programming a unique turn-based/real-time RPG system in Unity using C#
- Implementing state machines and various programming patterns to manage game states, abilities, AI, etc.

SKILLS

- Combat Programming, Gameplay Systems Programming
- Software Engineering/Architecture
- Project Management
- Collaborative Programming
- 3D Modeling

TOOLS

- Unreal Engine, Unity Engine
- C++, C#, JavaScript/TypeScript, Python
- OpenGL
- Git
- Trello
- Blender, Maya

ACTIVITES

I am part of the **Miami University game design club**. Every week we meet and work on small game projects and improve our skills in our respective fields. Lately, I have been working on **implementing various algorithms useful for roguelikes (FOV, pathfinding, dungeon generation) in C++ and dissecting the Godot engine code** in preparation for the 7 Day Roguelike Game Jam.

EDUCATION

BS Game Development | Miami University | GPA: 3.8

SEPTEMBER 2020 – MAY 2024

- Advanced Graphics and Game Engine Design (C++):
  - Wrote and utilized vertex and fragment shaders using GLSL/OpenGL
  - Used transformation arithmetic to calculate orientations and positions
  - Implemented a basic scene-graph architecture
- Awards
  - Honors College
  - Dean's List and President's List