ETHAN CHEN

415.926.3939 | EthanChen111@gmail.com | ethanpchen

Education

Bachelor of Science in Computer Science at the University of California, Irvine
Expected graduation: June 2020 | Current GPA: 3.21

Relevant Courses

- Programming in Java
- Software Libraries in Python
- Intermediate Programing in Python
- IOT Systems and Software
- Intro to Data Management
- Programming in C/C++
- Data Structures in C++
- Principles in System Design
- Compilers and Interpreters
- Concepts in Programming Language

Relevant Experience

Game Design Intern | Zynga, San Francisco, CA | Summer 2015

I contributed to an upcoming game belonging to the Farmville franchise. Under the guidance of a senior game designer, I provided original input for and wrote game feature specs defining the needs and parameters on selected features that were implemented into the game. Using Unity and Json, I also fixed image and text bugs, and cleaned up code base for unnecessary files.

Relevant Projects

"Fit Factory" | Arduino Engineer | IOT Systems and Software Project | Spring 2018

Utilizing the Azure IOT Hub, I created a web based application called "Fit Factory." Using an accelerometer in addition to a particle sensor acting as a heart rate monitor attached to a Sparkfun Thing, "Fit Factory" received information on the users workout, and displayed it to the user, including an approximate number of calories burnt depending on the user's body type.

"Plane Swatter: VR" | Sole Unity C# Engineer | Virtual Reality Club at UCI | Fall 2018

I created "Plane Swatter: VR" - a Virtual Reality minigame in which the player is a giant gorilla on top of the empire state building and uses the Oculus Go headset and controller to look around and swat at and destroy planes flying by - by utilizing Oculus Unity Integration. "Plane Swatter: VR" was made as a contribution to the UCI Virtual Reality Club's compilation of VR minigames.

"Downfall" | Unity C# Engineer | Video Game Design Club at UCI | Fall 2018

In just five weeks, I worked within a team of four engineers, a game designer, and one writer to develop a minimum value product "Downfall" for the Video Game Design Club at UC Irvine. We utilized Unity Tilemaps to create a grid-based, isometric view, 2D attack/defense game. Using a GitHub repository with multiple development branches, we were able to simultaneously and independently contribute to the project while avoiding conflicts.

Skills

Workplace: Teachable, Fast Learner, Problem Solver, Effective Communicator, Natural Leader.

Software: Unity, Unreal Engine, Git, Perforce, Eclipse, My_SQL, vim, Arduino IDE, Unix

Programming Languages: C++, C#, Java, Python, Javascript, C