Ethan Moyer

Education

Pennsylvania State University, State College PA
Bachelor of Science in Computer Science, Minor in Japanese Language
Cumulative GPA: 3.98
Dean's List: Fall 2020 & Spring 2021
Expected Graduation: May 2024

Skills

Most Experience
Python, C#, Unity
Some Experience
JavaScript, HTML, CSS, Vue, Java, C++, Godot/GDScript

Projects

FPS Demo
April-September 2021
A four person local-multiplayer first person shooter inspired by *Halo*.
Built with Unity engine and C#.
Implemented state machine pattern for character actions, and a system to play audio for multiple players.

Kurve Godot
August 2021
Recreation of the game *Achtung, die Kurve!* for up to four players made in the engine Godot using GDScript. Programmed collision detection for a curve made up of points and a circle by checking distances between a line segment and the circle's center.

Portfolio Website
July 2021
Personal website to display projects. Made with the static site generator 11ty and the CSS framework Bulma for styling. Page templates written in Liquid with page content in Markdown, which is used to generate web pages.

Coursework

Programming and Computation I: Fundamentals, Programming and Computation II: Data Structures, Calculus and Vector Analysis

Contact & Links

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Portfolio: https://ethanmoyer.netlify.app
GitHub: https://github.com/ethan-moyer