

# Ethan Moyer

## Education

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### 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

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### Most Experience

Python, C#, Unity

### Some Experience

JavaScript, HTML, CSS, Vue, Java, C++, Godot/GDScript

## Projects

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### 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 center of a circle.

### 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.

## Coursework

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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>