

ETHAN MOYER

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Portfolio: <https://ethanmoyer.netlify.app>

GitHub: <https://github.com/ethan-moyer>

Education

The Pennsylvania State University, University Park, PA

Bachelor of Science in Computer Science, May 2024

Minor in Japanese Language

Cumulative GPA: 3.99

Dean's List: Fall 2020, Spring 2021, Fall 2021, Spring 2022

Skills

Most Experience

Python, C#, Unity

Some Experience

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

Projects

- **FPS Demo**
 - April-September 2021
 - Developed a four person local-multiplayer first person shooter.
 - Worked with the Unity game engine and wrote code in C#.
 - Implemented state machine pattern for character actions, and a system to play audio for multiple players.
- **Kurve Godot**
 - August 2021
 - Recreated the multiplayer game *Achtung, die Kurve!*
 - Developed the game in the Godot game engine and wrote code in GDScript.
 - Programmed collision detection system between a curve of line segments and a circle.
- **Portfolio Website**
 - July 2021
 - Developed a personal website to display projects.
 - Created web pages using the static site generator 11ty and the CSS framework Bulma for styling.
 - Wrote page templates in Liquid and page content in Markdown, to generate pages.

Work Experience

- **Penn State University Learning Assistant**
 - May-August 2022
 - Worked with two professors as a learning assistant for an introductory computer science course (CMPSC 101).
 - Graded student's Python programming projects and assignments.
 - Assisted students via email and virtual meetings on Zoom.