

# Ethan Robison

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## Key Skills

C# (expert)  
Unity3D (advanced)  
Python (advanced)  
git (advanced)  
zsh (proficient)  
C (proficient)  
JavaScript (prior experience)

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## Soft Skills

Teaching  
Leadership  
Public Speaking  
English (native)  
Spanish (fluent)  
French (familiar)

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## Teaching

Data Structures  
Intro to Artificial Intelligence  
Game Design Studio  
Game Development  
Game Design

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## Education

MS Computer Science  
Northwestern University  
Expected June 2020

BS Computer Science  
Northwestern University  
2016

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## Development Experience

### AI Programmer

SomaSim, LLC. | Internship Spring–Fall 19

Architected AI systems for high-performance simulation game.

- Co-designed and developed agent AI architecture for high-performance strategy simulation.
- Enabled novel player experience by building 500-agent social inference engine.

### UI Programmer

SomaSim, LLC. | Internship Summer 17

Ported simulation game Project Highrise to mobile devices.

- Ported desktop interface to touch devices for greater cross-platform market access.
- Redesigned key UI features for use on low-power devices.

### Gameplay Programmer

SomaSim, LLC. | Internship, Part-time Fall 16–Spring 17

Supported simulation game with playerbase of 100,000+.

- Implemented bugfixes on a fast-paced release cycle.

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## Selected Projects

### Imaginarium

Open Source Project Fall 20–Ongoing

Built UI for Imaginarium, a casual content generator.

- Leveraged experimental AI to afford non-expert users constraint-based procedural content generation.

### AutoCV

Individual Project Winter 20–Ongoing

Built system for automatic curriculum vitae construction.

- Used metadata and a templating system to reduce overhead in documenting personal and professional work.

### Game Design Studio

Northwestern University | Teaching Winters 17, 18, 19, and 20

Taught course on practical video game development.

- Guided graduate and undergraduate students in designing and developing their own game projects.