

Ethan Robison

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Key Skills

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

Soft Skills

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

Teaching

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

Education

MS Computer Science
Northwestern University
Expected June 2020

BS Computer Science
Northwestern University
2016

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.

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.