# Ethan Holroyd

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## EDUCATION

### Bachelor of Science in Computer Science

University of Michigan · Ann Arbor, MI · 2025

· Relevant Coursework: EECS 440: Extended Reality for Social Impact, EECS 494: Introduction to Game Development, EECS 493: User Interface Development, EECS 482: Operating Systems

## EXPERIENCE

### Shift Lead

**Tropical Smoothie Cafe**                                          **July 2024 –March 2025, Ann Arbor**

· Supervise and lead team members during shifts, ensuring efficient operations and a positive work environment.
· Manage store opening and closing procedures, maintaining organization, cleanliness, and adherence to company standards.
· Delegate tasks effectively to optimize workflow and maintain high service quality during peak hours.
· Handle customer inquiries and phone calls, providing excellent service and resolving issues as needed.
· Complete managerial tasks each shift, ensuring inventory management, cash handling, and overall store functionality.

## PROJECTS

### Melody Grove

EECS 440: Extended Reality for Social Impact · zhangjt.wixsite.com/music-space-dev-log · November 2024 - December 2024

· Collaborated with a team to develop an augmented reality educational app designed to bridge the gap for early music learners, improving accessibility to music education.
· Developed and refined object movement, placement, and interactivity within the scene, ensuring an intuitive and engaging user experience for early music learners.
· Integrated UI elements with core functionality, enabling seamless interactions between the user interface and in-game objects.
· Unity Engine and C# for development and Jira for task tracking, demonstrating proficiency in game development tools and agile workflows.

### Kai: Lost Waters

EECS 494: Introduction to Game Development · waterworksstudio.itch.io/kai-lost-waters · March 2024 - April 2024

· Developed and integrated a physics-based movement system to seamlessly interact with the team's water physics, allowing environmental forces to affect player movement.
· Designed and fine-tuned platforming mechanics such as coyote time, jump physics, and movement smoothing, ensuring responsive and natural-feeling controls.
· Optimized physics interactions to maintain gameplay balance between player control and environmental water forces, improving overall fluidity and realism.
· Contributed to art integration, animation, level design, and gameplay mechanics, collaborating across disciplines to enhance the game experience.
· Utilized Unity and C# for development and Jira for task tracking, demonstrating proficiency in game development tools and agile workflows.
· Led a strategic shift in development focus, advocating for refining core mechanics over adding new features, which contributed to the team's first-place win at the semester-end game showcase.

## SKILLS

· **Game Development:** Unity Engine, Unreal Engine
· **Programming Languages:** C#, C++, Python
· **Software & Tools:** Jira, Visual Studio, Git, Visual Studio Code
· **UI/UX Development:** Interactive UI implementation, object placement, scene interactivity
· **Project Management:** Task tracking with Jira, Agile methodologies
· **Adaptability:** Quickly learning and applying new technologies