

ETHAN WILSON

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EDUCATION

Georgia Institute of Technology, Computational Media

Dec 2019

Bachelor of Science (College of Computing and College of Literature, Media, & Communication)

GPA: 3.54

WORK

Teaching Assistant, CS 1371 (Computing for Engineers) – Georgia Tech

Aug 2017 – Dec 2018

- Weekly recitation, teaching current week's topics and answering student questions
- Hosted and facilitated student-centered help sessions
- Created, proctored, and graded the semester's three tests and final exam

Teaching Assistant, CS 3451 (Computer Graphics) – Georgia Tech

Aug 2019 – Present

- Assist students in understanding fundamental graphics topics and provide guidance on project implementations (ray tracer, subdivision surfaces, etc.)
- Host weekly office hours structured to assist students in all aspects of the course
- Assist professor in assignment creation and proctoring of exams
- Grade student homework and projects in a timely and constructive manner

Lab Assistant / Logo Designer – IDC Makerspace at Georgia Tech

June 2018 – Sept 2018

- Assisted in the assembly of a newly renovated space into a functioning ECE Makerspace / Laboratory
 - Worked closely with an executive board's feedback to produce a visually appealing, effective, and highly modular logo
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RESEARCH

Using a Genetic Algorithm to Implement Pose Tracking for Locomotion Control

Sept 2019

- Independent research project advised by Greg Turk, Ph.D. and Yunbo Zhang at Georgia Tech
 - Developed a training method to generate stable walk cycles within a physics simulation while retaining the keyframe data storage structure used in traditional character animation
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PROJECTS

Dark Souls III

April 2018 – May 2018

- Solo developed a platformer demo with industry level quality and polish on the Gameboy Advance (GBA) platform in a timespan of two months
- All code was written in C, and multiple self-written programs were used to assist in content generation

Worm Wranglers

Nov 2018 – Dec 2018

- Collaborated with a team of 5 to create a procedural, asymmetric racing game in which one player controls the racetrack being generated
- Assumed both programmatic and artistic roles with a focus on procedural generation

The Big Monkey

Feb 2019 – Sept 2019

- Created a results and scoring application that operates in real-time
 - Yearly golf tournament with 160+ participants
 - Worked with tournament directors to establish requirements
 - Backfilled application with results from previous years
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SKILLS

- Proficient: Java (5+ years), Python (3+ years), C# (3+ years; Unity game engine), MATLAB (3+ years)
- Familiar: JavaScript/Typescript (2+ years; Angular, Node.js), C (1+ years; experienced with pointers)
- Experience in audio engineering and manipulation of sound data
- Leadership and communication skills refined from multiple projects and vast teaching experience
- Familiar with networking concepts, primarily learned from Unity's low-level UNET framework
- Experienced in use of software version control systems, primarily Git