

Ethan Vincze

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OBJECTIVE:

George Brown College, Game Programming graduate seeking a game programming internship.

HIGHLIGHTS OF QUALIFICATIONS:

- 6+ years of experience using Unity and C#
- Effective debugging skills and the ability to optimize programs
- Capable of leading a team to achieve desired goals
- Produced 2+ published games on my own
- Educated in several programming languages, C++, C#, Java, Swift, Python

TECHNICAL SKILLS

Languages: C++, C#, Java, Swift, Python

Tools: Unity, Unreal Engine

APIs: SDL, OpenGL, DirectX

Version Control: Git, Perforce

Other Tools: Visual Studio, JetBrains Rider, XCode, JIRA

EDUCATION

Game Programming T-163 (Advanced Diploma)

Sept 2021 - Present

GPA:3.85

George Brown College, Toronto ON

Projects

Assembled an 8 student team to plan, design and develop a 2D Top Down game in C++ using SDL and Visual Studio.

- Implemented several types of systems and managers for games. Collision Systems, Animation Systems, Map Managers, AI Systems, etc
- Collaborated with team members to overcome complications with the development and productivity of the game
- Managed groups of people, status of tasks and source control

Achievements

- Acquired a grade of 100% on contribution and programming skill on the published game
- Published 3 game jam games on itch.io
- Achieved dean's list in all semesters