Ethan Heil

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Technical Skills

Programming: Strong foundation in C, C++, C#(.NET), GLSL, HLSL, and Visual Studio 2019/2022

Game Development: Experience developing games in Unreal Engine 4 & 5, Unity Engine (2D & 3D), Git, Perforce.

Math: Strong foundation in Calculus, Trigonometry, 3D Math, and Physics.

Project Management: Certified Scrum Master (Oct 2019 - Oct 2021), Redmine Project Management Software. Notion, Jira. Experience leading other programmers on a cross-disciplinary team.

Soft Skills

- Exceptional written, oral, interpersonal communication, and problem-solving skills
- Works well in individual, collaborative, cross-disciplinary, and leadership environments
- Effective time management skills
- Effective project planning, prioritization, and execution to achieve milestone objectives

Education

Champlain College   **Burlington, VT**
Bachelor of Science Degree in Game Programming   *2018–2022*
GPA of 3.4 – Dean's List Spring 2019, Spring 2020, Fall 2020

Work Experience

Respawn Entertainment   **Atlanta, GA**
Software Engineer   *Nov 2023–Aug 2025*
Star Wars Jedi Survivor (PS4/XB1):

- Iterated on and improved existing gameplay features
- Improved player experience by fixing various gameplay and visual bugs

Unannounced Project:

- Created and iterated on developer tools to improve artist and designer workflows
- Implemented and improved upon various gameplay an UI features
- Helped to improve existing engine features

Punch Card Games   **Atlanta, GA**
Software Engineer   *Aug 2023–Nov 2023*
Killing Floor 3:

- Implemented zombie wound displacement system
- Implemented a proof-of-concept mesh slicing system for limb dismemberment

Starmi Games   **Atlanta, GA**
Gameplay Engineer - Dragonspire   *Aug 2022–Aug 2023*

- Implemented core gameplay abilities and systems
- Implemented multiplayer lobby front-end functionality
- Iterated on and improved existing gameplay systems

Projects

Star Wars: Jedi Survivor (PS4/XB1)
Software Engineer   *Nov 2023–Sept 2024*

Killing Floor 3
Software Engineer   *Aug 2023–Nov 2023*

Dragonspire
Gameplay Engineer   *Aug 2022–Aug 2023*