

# Ethan Heil

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## Technical Skills

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**Programming:** Strong foundation in C, C++, and C#(.NET). Experience with Java, Python, Assembly (MASM), and Microsoft Visual Studio 2019.

**Game Development:** Experience using modern graphics APIs such as Vulkan, OpenGL, and DirectX. Worked with proprietary/custom rendering frameworks. Unreal Engine 4/5, Unity Engine (2D & 3D), Git.

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

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

## Soft Skills

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

## Education

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### Champlain College

*Bachelor of Science Degree in Game Programming*

GPA of 3.4 – Dean's List Spring 2019, Spring 2020, Fall 2020

**Burlington, VT**

*2018–2022*

## Work Experience

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### Lionheart Games LLC

*Gameplay Programmer - Dragonspire*

**Atlanta, GA**

*Aug 2022–Present*

- Implemented player character attacks and abilities
- Implemented player attack targeting
- Improved core ability system implementation

### Earthbreak Games

*Lead Networking & Systems Engineer*

**Burlington, VT**

*Apr 2021–Aug 2021*

- Implemented core gameplay systems and networking features
- Worked collaboratively with a large remote cross-disciplinary team
- Managed the team's version control pipeline

## Projects

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### Mapstermind

*Lead Programmer, Systems Programmer, Graphics Programmer*

Team Size: 14

*Aug 2021–May 2022*

- Implemented using Visual Studio 2019 and Unreal Engine 4, Published on Steam
- Programmed Pieceling and Mapster controls, various visual effects, map events/tasks, hand animation integration
- Implemented trap placement system, the main menu system, and character selection system
- Managed the team's version control workflow

### Mod Bots

*Lead Networking & Systems Engineer*

Team Size: 15

*May 2021–Aug 2021*

- Implemented using Visual Studio 2019 and Unreal Engine 4, Published on Steam
- Setup and implemented networking functionality
- Programmed player movement, UI, various visual effects, level generation, and loot systems
- Managed the team's version control workflow