

Ethan Minnich

Gameplay Programmer and Designer

Relevant Work Experiences

Instructor, iD Tech Camps

Full-time, Raleigh, NC

June 2024 - Present

- Taught 3D printing and 3D modeling to children aged 10-17.
- Guided groups of 4-12 students through software fundamentals weekly.
- Adapted teaching methods to diverse learning styles, fostering an engaging environment.
- Refined my instructional skills and reinforced my passion for education and technology.

Project Experiences

Sewer Purge, William Peace University

Action-adventure game with strategic combat and puzzle in an infested sewer system.

Gameplay Programmer and Designer

March 2024 – April 2024

- Developed complex game mechanics including a dual-mode weapon system and interactive environmental puzzles, demonstrating proficiency in creating engaging and varied gameplay experiences.
- Sophisticated AI behaviors for a variety of enemies, ensuring each type presents unique challenges and requires different strategies to defeat.
- Utilized Unreal Engine 5 for Blueprint scripting, UI development, and overall game design, showcasing cutting-edge technical proficiency.

Multi-Purpose Text Overlay Tool, William Peace University

Versatile Unreal Engine tool for dynamic, customizable in-game text overlays.

Tool Developer and UI Designer

January 2024 – March 2024

- Developed a versatile text overlay tool in Unreal Engine, enabling dynamic and customizable display of in-game text, enhancing player communication and UI flexibility.
- Implemented a user-friendly interface within the tool, allowing developers to easily adjust text properties such as size, color, and position, demonstrating proficiency in UI development.
- Enabled non-technical users to utilize advanced technical features within Unreal Engine, simplifying complex tasks.

Previous Work Experiences

Athletics Broadcast Department
Sales Associate
Customer Service Representative

NC State University
Spirit Halloween
Domino's Pizza

February 2024 – Present
September 2021 – November 2021
August 2019 – September 2020

Contact

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Education

William Peace University

Bachelor of Arts in Simulation & Game Design

Bachelor of Arts in History
Raleigh, North Carolina

Skills

Hard Skills:

- Strong Game Design Principles
- Strong Programming Principles
- 3D Modeling
- 3D Animation
- C++
- C#
- Blueprint Scripting

Techniques:

- Object Oriented Programming
- Feedback Loops
- Systemic Gameplay
- Documentation

Tools and Software:

- Unreal Engine 5
- Unity
- Maya
- Visual Studio
- Git

Certificates

- C++ Codecademy Certificate
- C# Codecademy Certificate
- Electronic Arts - Software Engineering Job Simulation Certificate