

Ethan Minnich

Project Leader

Contact

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Education

William Peace University
Raleigh, NC
Bachelor of Arts in Simulation &
Game Design and History
GPA 3.85
Expected Graduation: 5/2025

Systems and Tools

Unreal Engine
C++
C#
Blueprint Scripting
Blender
Maya
Adobe Photoshop
Figma
Github
Windows

Current Project: Senior Capstone Game

As the Project Lead, I am responsible for overseeing all programming aspects and ensuring the seamless integration of gameplay mechanics with visual and design elements. I work closely with the art and design teams to create a cohesive and engaging player experience. *Haunt & Hospitality* is a management simulation set in a haunted hotel, where players design and upgrade the hotel while catering to the unique needs of ghost residents.

Experience

August 2024 – Present

Technical Lead

TechieForLife • Internship • Raleigh, NC

- Responsible for all technical operations, including designing and developing a comprehensive Unreal Engine course.
- Mentoring neurodivergent adults aged 17-30, teaching essential life skills such as time management and effective communication.
- Teaching core game design principles, blueprint scripting, and C++ using Unreal Engine.
- Leading the design and creation of a fully equipped makerspace, featuring a 3D printer, embroidery machine, and a workbench with various power tools to enhance hands-on learning experiences.

June 2024 – August 2024

Lead Instructor

iD Tech Camps • Internship • Raleigh, NC

- Promoted to Lead Instructor, where I taught Game Design Principles using Roblox Studio and LUA coding to children aged 10-17, including exclusive sessions at Amazon Headquarters in Washington, DC.
- Led instructional responsibilities at Amazon, supporting student health by overseeing medication administration, overseeing instructor performance, and directly supporting the Camp Director with high-priority tasks and projects.
- Adapted teaching methods to diverse learning styles, creating an engaging environment that fostered students' growth in 3D modeling, 3D printing, and game design fundamentals.