





ETHAN DAVILA

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<https://github.com/biznut-dev/> 

OBJECTIVE

I'm a gameplay and systems programmer with experience in Unreal Engine 5, Unity, Godot, software engineering, and various programming languages. I am very passionate about games, and I am currently looking to break into the industry. Please view my portfolio website for a more complete list of my achievements: <https://ed-web.vercel.app/>

EXPERIENCE

Lead Programmer (Unreal Engine 5) | Big Mow

BIG MODE GAME JAM (2 WEEKS) DEC 2023

[HTTPS://BIZNUT.ITCH.IO/BIG-MOW](https://biznut.itch.io/big-mow)

- Implemented custom movement and controls using the physics engine and Enhanced Input System
- Implemented custom projectile, big mow transformation, collision, and rage meter UI

Lead Programmer, Combat Designer (Unity) | Goodbye Lorelei - Nosedive Studios

FALL SEMESTER 2023 – SPRING SEMESTER 2024

- Programmed a unique turn-based/real-time RPG system in Unity using C#
- Implementing state machines and various programming patterns to manage game states, abilities, AI, etc.

AI Programmer (Unreal Engine 5) | Pursuit of Laughter

GLOBAL GAME JAM (48 HRS) JAN 2024

[HTTPS://GLOBALGAMEJAM.ORG/GAMES/2024/PURSUIT-LAUGHTER-3-0](https://globalgamejam.org/games/2024/pursuit-laughter-3-0)

- Worked with behavior trees and C++ components to implement the boss AI and holy light ability

SKILLS

- Gameplay Systems and Mechanics Programming
- Software Engineering/Architecture
- Collaborative Programming/Version Control
- Project Management
- 3D Modeling

TOOLS

- Unreal Engine, Unity Engine, Godot
- C++, C#, JavaScript/TypeScript, Python
- OpenGL
- Git
- Trello
- Blender, Maya

ACTIVITIES

I was active in the **Miami University game design club**. Every week we met and worked on small game projects to improve our skills in our respective fields. Lately, I have been working on **implementing various algorithms useful for roguelikes (FOV, pathfinding, dungeon generation) in C++ and dissecting the Godot engine code** in preparation for the 7 Day Roguelike Game Jam.

EDUCATION

BS Game Development | Miami University | GPA: 3.83

SEPTEMBER 2020 – MAY 2024

- Advanced Graphics and Game Engine Design (C++):
 - Wrote and utilized vertex and fragment shaders using GLSL/OpenGL
 - Used transformation arithmetic to calculate orientations and positions
 - Implemented a basic scene-graph architecture
- Awards
 - Honors College
 - Dean's List and President's List
 - Cum Laude