Ethan Minnich

Gameplay Programmer and Designer

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.

Frontlines: Drone Operator, William Peace University
Educational war simulation game highlighting the Ukraine-Russia conflict.

Gameplay Programmer and Designer   January 2024 – March 2024

- Crafted an educational simulation that provides insights into geopolitical conflicts, using gameplay to teach about drone warfare.
- Incorporated video content with interactive gameplay to create a lasting educational impact, enhancing user engagement and retention of information.
- Leveraged Unreal Engine 5 for Blueprint scripting, creating detailed environments and mission-based gameplay, demonstrating expertise in game design and technical execution.

Previous Work Experiences

Athletics Broadcast Department	**NC State University**	February 2024 – May 2024
Sales Associate	**Spirit Halloween**	September 2021 – November 2021
Customer Service Representative	**Domino's Pizza**	August 2019 – September 2020

Contact

- www.ethanminnich.com
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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

Education

William Peace University
Bachelor of Arts in Simulation & Game Design
Bachelor of Arts in History
Raleigh, North Carolina

Certificates

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