# Ethan Minnich | Simulation Engineer

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## Education

**Duke University**, Master of Engineering, Game & Interactive Media                                        May 2027
**William Peace University**, Bachelor of Arts, Simulation & Game Design **GPA:** 3.87/4.0          May 2025
**Coursework:** Computer Programming, VR Development, Motion Capture, 3D Modeling and Animation, Advanced Interactive Design

## Skills

**Project Management:** Agile/Scrum, Jira, Marketing Project Execution
**Programming:** C++, C#, Python, Blueprint Scripting, Unreal Engine, Git, Perforce
**Design:** Blender, Maya, Substance Painter, Photoshop, Figma

## Experience

**Programmer**, Horizon Productions – Durham, NC                                        January 2026 – Present
- Developed and iterated on client-facing interactive 3D experiences in Unreal Engine, translating stakeholder feedback into production-ready features for B2B deliverables.
- Collaborated with a cross-functional team of developers, designers, and producers to refine, polish, and optimize interactive simulations.
- Partnered directly with clients to scope requirements, manage revisions, and deliver updates on schedule, ensuring content met acceptance criteria and quality standards.

**Market Lead | Programmer,** Gravity – Durham, NC                                        October 2025 – Present

- Led end-to-end marketing and growth efforts for Gravity, including website development, domain/hosting setup, brand infrastructure planning, and coordinating LLC formation materials.
- Drove awareness through multi-platform social media campaigns, to increase reach and engagement.
- Partnered directly with the Lead Programmer to enhance and test core physics-driven interactions and systems, aligning technical execution with the project's experience and messaging.

## Project Experience

**Lead Programmer** Snow Blind - Duke                                        January 2025 – January 2025
- Led the technical development of Snowblind, a single-player Unreal Engine 5.6.1 card game inspired by War, owning core gameplay architecture and systems integration.
- Programmed interactive gameplay features and UI-driven card interactions, including game-state flow, rules resolution, and player feedback loops.

**Lead Developer**, Haunt and Hospitality – William Peace University          August 2024 – December 2024
- Designed and programmed a 3D single-player management simulation game in Unreal Engine, where players maintain a haunted hotel and balance ghost guest needs.
- Led a multidisciplinary team of 5, coordinating programmers, artists, and designers to meet production milestones using agile development practices.