

Ethan Loewald – Game Designer

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Skills

- Experienced with Unreal Engine 4 and Unity
- Confident with C++ and C#
- Adobe Illustrator and Photoshop experience
- Well versed in Microsoft Office Suite
- QA experience
- Passionate about systems design
- Strong creative vision
- Great at working under pressure
- Valuable leadership skills
- Excellent communication

Game Projects

Fall 2017 - Spring 2018 | **Toybox** - Product Owner, Lead Designer | Team Size: 4 (Fall), 8 (Spring)

- Fast-paced co-op twin stick shooter utilizing bounce shots and special abilities in short, frenetic levels
- Developed the core prototype, balanced game systems and led the creative vision all programmed in UE4 Blueprints
- Toybox won 2nd place at the RPI GameFest 2018 Competition

Spring 2017 | **MITO VR** - Lead Designer | Team Size: 8

- Immersive VR experience where players explore and interact with a foreign environment
- Designed the major core gameplay loop and all interaction elements
- Created important written documentation for balancing core game systems

Professional Experience

Summer 2018 | **Gamify Inc** - Game Design Intern | *Gamify Inc, Boston MA*

- Designed and developed multiple concussion tests into a fully functional mobile game loop
- Using great mobile design practices, I tailored the user experience to our target audience
- Created tools and structured the game architecture in C# for the Unity game engine

Summer 2017 | **Chiaro and the Elixir of Life** - Game Designer/Programmer | *Martov Co, Montreal QC*

- Developed in Virtual Reality to create immersive gameplay experiences
- Designed, prototyped and implemented new mechanics in Unreal Engine 4 Blueprints
- Ran regular playtests, created surveys and implemented user feedback which led to measurable improvements in gameplay

Education

2014 – May 2018 | **Bachelor's Degree in Game Design** | *Champlain College, Burlington VT*

- Dean's List - *Spring 2018 & Fall 2016, 2015*
- Participated in Champlain College Game Developers Association, Global Game Jam 2018, Orientation Leader
- Game Programming, Producer and Audio Production courses

2017 | **Study Abroad in Montreal** | *Champlain College, Burlington VT*

- Courses led by industry professionals
- Company tours, and Industry meetups
- Montreal Global Game Jam 2017