**Ethan Adler**

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**GAME DESIGNER / DEVELOPER**

Imaginative, highly analytical and team-oriented Game Designer seeking to leverage my education, aptitude and expertise to obtain an associate software/game developer position with a leading-edge game design company. Multidisciplinary expertise (UI/UX, art, music, sound). Proficient in the design and development of a well-balanced game for entertainment and/or instructional purposes.

**EDUCATION**

**Rochester Institute of Technology**: Bachelor of Science, Game Design and Development, May 2021

Dean’s List and Presidential Scholar | Graduated with Honors (Cum Laude)

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| **Programming Languages**C# / C++ HTML / CSS JavaScriptUnity | **Core Competencies**UX / UI DevelopmentAgile / Scrum DevelopmentTeam-OrientedDeadline-DisciplinedOpen Architecture Design Protocols |

**WORK HISTORY**

**Web Project Lead, Rochester Institute of Technology 01/2021 to 05/2021**

*Retained by RIT to lead a student project to create a website (*[*https://www.changelingvr.com*](https://www.changelingvr.com)*) for a VR game.*

* Organized project, distributed tasks and managed development timeline.
* Assisted team members by providing meaningful, precise feedback.

**Instructor, iD Tech Camps 05/2018 to 05/2020**

*Provided expertise in game design and programming to youth both virtually and on campus.*

* Taught programming, web design, and game design topics to students.
* Planned lessons to optimize learning and enjoyment in both online and in-person settings.

**Game Developer, Magic Spell Studios at RIT 04/2019 to 06/2020**

*Project was funded by a grant for full-cycle completion of Slime Lab project (See Below).*

* Worked with game producer to establish and guide the design principles of project.
* Developed under guidance of gaming industry professional mentor.
* Development team completed architecture and full functionality of game. Publication awaiting final approval from Magic Spell Studios.

**PROJECTS**

**Game Designer, Dungeoneer 01/2020 to 05/2020**

* Designed characters and other assets for a turn-based game.
* Integrated team member’s back-end system into primary game.
* Developed the entire UI using Unity’s Canvas system.

**Game Designer, Slime Lab 04/2019 to 06/2020**

* Lead designer for a student-led mobile pet simulator game developed in Unity.
* Developed inventive, unique mechanics to distinguish game from other pet simulators.
* Worked with artists and back-end coders to develop the user interface and game flow.

**EXTRACURRICULAR ACTIVITIES**

**Assistant Captain, RIT Dark Marks**, Co-Ed Collegiate Quidditch Team

**Team Member, Rochester Whiteout**, Competitive Major League Quidditch Team