ETHAN PRINDLE

Ferris State University

Driven game developer seeking to expand my expertise in Game Programming and Development. Passionate about designing immersive worlds and mechanics in Unreal Engine while exploring web-based play through Visual Studio Code. Combining creative vision with technical expertise to craft interactive and immersive player experiences.

Contact

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Education

Bachelor of Applied Science Digital Animation and Game Design
Ferris State University

Skills & Expertise

- Unreal Engine
- Unity
- Godot
- Visual Studio Code
- Java
- C#
- C++
- GDScript
- HTML
- Python
- QuadSpinner Gaea
- 3DS Max
- Blender
- Agile
- SQL
- Jira

Clubs

- Media Communications Association 2021-present
- Esports: Valorant

Hobbies

- Avid reader of Si-Fi and Manga series books.
- Competitive Swimming
- Solo Flying – Cessna 172
- Solo and Team Strategy Video Games
- Collector of antique pocket watches

GAME DEVELOPER EXPERIENCE

Usurper - Capstone: Level Designer: Unreal Engine   **Spring 2025**
Designed engaging and balanced levels for *Project Usurper*, a first-person rogue-like centered on invading and stealing divine powers.

Global Game Jam Theme: Bubbles: Programmer: Unreal Engine   **Spring 2025**
Created immersive level environments and implemented a modular procedural dungeon system in *Infizzity*, enhancing replay-ability and player experience.

Ludum Dare56 - Theme: Tiny Creatures: Programmer: Unreal Engine   **Fall 2024**
Developed interactive gameplay systems and designed the full user interface for *Trick or Beat,* a VR dungeon builder/tower defense, enhancing player immersion and usability.

Ludum Dare 54 - Theme: Limited Space: Programmer: Unreal Engine   **Fall 2023**
Programmed movement and environmental collision behaviors for *Out of Space*, applying physics-based logic to puzzle game design.

Global Game Jam - Theme: Roots: Programmer: Unreal Engine   **Spring 2023**
Implemented core gameplay systems, including enemy pathfinding and player health management for *Root Defenders*, a 2.5D tower defense game.

Ludum Dare 51 - Theme: Every 10 seconds: 3D Modeler: 3DS Max   **Fall 2022**
Designed and created 3D models of ships and environmental assets to enhance gameplay immersion in *High Seas Mayhem*, a 3D fixed shooter.

EMPLOYMENT EXPERIENCE

Game Programmer   **October 2025 - Current**
Faycrest
Developing, optimizing, and enhancing gameplay systems and core game code.

Camp Instructor   **May 2025 - August 2205**
iD Tech
Led instructional sessions for youth on game design principles, introductory programming, and interactive world-building through Minecraft and Roblox; assisted with hosting and organizing weekly summer camps.

IT Solution Call Center   **August 2022 - May 2025**
Ferris State University
Delivered front-line technical support for students and faculty by resolving inquiries and coordinating technician dispatch for timely resolution of printer, network, and hardware problems.

Barista   **May 2022 - August 2022**
Sweet Tea
Fulfilled customized drink orders, assisted with transactions, and managed cash register operations; engaged with guests to create a welcoming experience.

Clerical Assistant   **August 2021 - May 2022**
Ferris State University
Supported daily office operations by handling mail distribution, phone inquiries, and faculty assistance; delivered front-desk service in the College of Business Dean's Office, guiding students with information and resources.