

ETHAN HALL

Systems Designer | Technical Designer

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SKILLS

- Game Design: Systems and Gameplay design. Experience balancing games and analyzing existing game balance.
- Excel: Planning, making, and maintaining spreadsheets that can be used to draw conclusions about game balance and economies.
- Technical Skills: Unity and Unreal Engine 5 game engines, C#, Blueprints

PROJECTS

Ravenous Sky, 2026 - <https://www.youtube.com/live/afHdWMMxYr8?si=bjMXGARYiW4V0ld9&t=852>

- Capstone for Florida Interactive Entertainment Academy.
- Collaborated closely with a contracted UI artist to bring the game's UI and menus to life.
- Used Blueprints to prototype important gameplay systems like grappling and random hazard spawning.

Spaghetti Spell, 2026 - <https://ephhall.itch.io/spaghetti-spell>

- Designed a magic system that merges visual programming concepts with farming mechanics.
- Implemented the first quest that sees the player help a local towns person propose to their lover.

Spell Sculptor, 2022 - <https://ephhall.itch.io/spell-sculptor>

- Designed and developed content for multiple interconnected systems, including a robust spell crafting system.
- Designed and implemented enemy AI that uses the same magic system the player does under the hood to represent the enemies' abilities.

Dungeons and Dragons Mathematical Model, 2026 - <https://ephhall.itch.io/mathematical-model-for-dnd>

- Project in excel which attempted to prove the hypothesis that the wizard has more and stronger resources than the fighter does.
- Mathematical model that took into account expected hit chances, saving throw failure rates, number of encounters in a day, expected number of short rests, and more.
- To reduce apples to oranges comparisons, modeled the fighter's abilities (such as the attack action and action surge) as spells.

EDUCATION

Florida Interactive Entertainment Academy, UCF

Projected Graduation: December 2026

- Master of Science in Interactive Media
- Designed and developed 6 large game projects that each took at least 2 weeks to develop. Teams were made up of at least 6 people and for the capstone, over 25 people when including contractors.

University of Kentucky, Lexington, KY

Graduated: May 2022

- Bachelor of Science in Computer Science

WORK EXPERIENCE

Dev 10, Web Developer

August, 2022 to May, 2023

- Developed several full stack applications, mostly using Spring Boot and React.