

Ethan Godwin

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EDUCATION

The University of Texas at Austin Aug. 2019 -

- B.S. in Arts and Entertainment Technologies with Concentration in Video Game Development
 - Certificate in Elements of Computing
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GAME DEVELOPMENT EXPERIENCE

UI/UX Intern - Astire Games (Paid internship) July - Aug 2020, Dec.-Jan. 2021

- Created and implemented UI Art & Designs for a mobile game for smoothest user experience
- Met weekly with team to discuss progress of the game as well as short and long-term goals
- Communicated in a team Slack to work on the game most efficiently

Level Designer/Participant - UT Game Jam 2020 Sept. 2020

- Developed “Best of Show” winning game, *Frogmented*, with a team of other students
- Worked with team to plan, develop, and finalize a game over approx. 48 hours
- Created and implemented level design with sketches, whiteboxing, and final asset implementation

Member - Electronic Game Developers Society (Student organization) Sept. 2019 -

- Collaborate with peers to create an original game over the course of a semester in weekly meetups
 - Learn and practice skills for game development tools in workshops
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VIDEO PRODUCTION EXPERIENCE

YouTube Video Editor - Kwite (Paid work) May 2019 -

- Edit specific videos for publishing on popular YouTube channel “Kwite,” communicating with channel owner on content, editing style, and deadlines

Video Editor and Actor - 48-hour Film Project Competition (School competition) Apr. 2019

- Edited a 6+ minute short film for completion in a period of 48 hours
 - Acted as main character in short film
 - Won award for Best Editing and placed in top 4 for Best Actor
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LEADERSHIP & OTHER EXPERIENCE

Digital Animation/Game Development Teacher - ACES Enrichment Center July 2021 -

- Instruct students from grades 4th to 11th on the basics and principles of Digital Animation and Game Development through discussion and project-based learning

Tutor - Cary Fine Arts (Volunteer work) Jan. 2017 - May 2019

- Supervised and guided young students in order to help them create their own original drawings and oil paintings
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TECHNICAL SKILLS

Fluent: Unity, Photoshop CC, Final Cut Pro X, Premiere Pro CC

Proficient: Unreal, Illustrator, ClipStudio Paint, Audacity