Ethan Shimooka

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Education

University of California, Santa Cruz
B.S. Computer Science – Computer Game Design
Graduated June 2016

Project Experience

Birds At Arms   *September 2015 – July 2016*

- Currently on Steam Green-light, featuring custom engine, and P2P networking over UDP
- Game for Windows built using C++ and SDL 2.0, TinyXML2, and Box2D libraries, and Steam API
- Programmed dynamic resource and log manager, as well as game components modeled after Unity
- Nominated for Jack Baskin Engineering 2016 Sammy Technical Achievement Award.

Singapore SG Hackathon 2015   *July 2015*

- VR environment using Three.js and D3.js for Google Cardboard on the web
- Renders data sets in a virtual space using WebGL, for any phone with an accelerometer

Popcorn Panic!   *October 2013 –July 2014*

- Touch game for Microsoft Surface RT / Pro (First Gen) using JavaScript and the Construct 2 engine

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Professional Experience

Class Assistant - Game Development Experience

University of California, Santa Cruz   *March 2016 – July 2016*

- Assisting students building components of game engines for use with simple java-script games
- Object Oriented approach using Aptana, Brine.js, Three.js
- Tutor class groups of 50+ students at a time, doing code-review and offering advice

Technical Support Specialist

UCSC ITS - Client Services & Security   *December 2014 – June 2016*

- Deploy workstations on a 10,000+ user network and and diagnose system problems
- Configure workstations for employee domain accounts and public use
- Communicate and interact with clients about specific technologies and software

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Technology Summary

Languages/Programming: C, C#, C++, Java, HTML, JavaScript, SQL, Three.js, XML
Tools/ IDE: Unity, Microsoft Visual Studios (MSVC), Eclipse, JetBrains Webstorm, Git, Github
Systems: Linux (Debian, Red Hat), Unix, OS X, Windows
Skills: Software Design, Prototyping, Version Control, Public Speaking, SCRUM, Agile