

Ethan Loewald - Game Designer

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SKILLS

- Unreal Engine 4 & 5 Expertise
- 7+ years experience with UE Blueprints and C++
- Skillful at fine-tuning and balancing game systems
- Adept at creating comprehensive design documentation
- Concrete understanding of VR game systems
- Proficient with AI Behavior Trees and Anim Graphs
- Expert in designing and implementing engaging combat
- Passionate about moment to moment player experience
- Excellent communication skills
- Up to date on current game trends and releases
- Strong advocate for the player

PROFESSIONAL EXPERIENCE

Project Sirius - *The Molasses Flood*

Combat Designer

February 2023 - Present

- Designed, prototyped and iterated on high level combat mechanics, player kit functionality and monster behaviors resulting in successful internal project milestones
- Responsible for the AAA quality level of the player 3Cs for a multiplayer Action Adventure title
- Successfully converted critical functionality from an internal ability system to the Unreal Gameplay Ability System without any downgrade in game stability or player experience

Game Designer

February 2021 - February 2023

- Created pre-production core game mechanic documentation and iterated based on high level pillar changes
- Lead a multi-disciplined combat strike team developing innovative combat that adhere to an established IP
- Designed and prototyped player mechanics to challenge game standards in the MP Action Adventure game space

Rocket League: Sideswipe - *The Molasses Flood (with Psyonix and Demiurge)*

Technical Game Designer

January 2021 - June 2021

- Designed time and skill based meta game systems to successfully maximize meaningful player engagement
- Independently developed player-facing game systems with C++ and Blueprints
- Collaborated with multiple disciplines to provide design specs to balance game items and game mode availability

Drake Hollow - *The Molasses Flood*

Jr. Game Designer

November 2018 - February 2021

- Designed and programmed critical multiplayer game systems including the core player kit from prototype to shipped code with Blueprints
- Responsible for designing and developing AI Behavior Trees and Anim Graphs for Drakes and enemies
- Successfully reinvented combat systems with the Bramble Beatdown post launch patch

Unannounced Mobile RPG - *Gamify, Inc.*

Game Design Intern

June 2018 - September 2018

- Designed and developed multiple science backed concussion tests into a fully functional mobile game loop
- Tailored the RPG player experience to the target audience through mobile game design practices
- Created tools for the engine and structured the game architecture in Unity with C#

Chiaro and the Elixir of Life - *Martov Co.*

Game Designer and Programmer

May 2017 - August 2017

- Designed, prototyped and implemented core VR game mechanics in UE4 with Blueprints
- Lead regular playtests, created surveys and implemented player feedback resulting in measurable improvements in the player experience
- Researched and developed a fully functioning VR rowboat experience with systems to nullify simulator sickness

EDUCATION

Bachelor's Degree in Game Design - Champlain College

Class of 2018