

Ethan Brandt

Gameplay / Engine Programmer

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Summary

Versatile Programmer with experience building custom engines, gameplay systems, and tools in C++, C#, and Python. Shipped 20+ projects primarily in Unity. Strong focus on systems design, engine architecture, game networking, and rapid iteration workflows. Experienced collaborating in cross-disciplinary teams.

Technical Skills

Programming: C++, C#, Python, Lua

Tools/Engines: Unity, Git, Make, JetBrains Rider, VS Code, GDB

Core Skills: Gameplay Systems, Game Engine Architecture, Game Networking

Additional Skills: Blender, Photoshop

Selected Projects

LDGE - Custom 2D Game Engine (C++, SDL3, Lua) - [github.com/ethanbrandt/ldge]

Lead Developer / Product Owner - Team of 4

- Architected a **custom 2D rendering pipeline** in **C++ with SDL3** achieving 60+ FPS on low-end hardware
- Integrated a **Lua scripting runtime** (bindings + execution flow) to enable **quick gameplay iteration**
- Implemented data-driven **asset/file handling** for loading game content
- Created the engine's **entity runtime model** and integrated core systems into a cohesive **game loop**
- Directed a 4-person team as product owner:** scoped features & defined APIs

ONKALO - Ludum Dare Game Jam Submission (Unity, C#) - [shadyowl.itch.io/onkalo]

Sole Engineer - Team of 5

- Shipped a **narrative visual novel with RPG mechanics** within a **72-hour production window**
- Built a **data-driven narrative system** using Scriptable Objects to streamline story/asset integration
- Coordinated a **5-person team's content pipeline** and maintained build stability

DOODLE DECK - Online 1v1 Card Game (Unity, C#) - [github.com/ethanbrandt/doodle-deck]

Solo Developer

- Implemented server-authoritative **client-server architecture**
- Used **RPC-based messaging** for gameplay actions and game state synchronization

Employment History

UNIVERSITY OF ALASKA ANCHORAGE

August 2025 to December 2025

Computer Science Tutor

- Tutored **C++** and **Python** fundamentals, data structures, and low-level concepts
- Helped 15+ students improve** their projects and exam scores
- Strengthened ability to **explain complex technical concepts clearly and efficiently**

SONORAN SOFTWARE SYSTEMS

March 2022 to January 2025

3D Generalist

- Designed and created **10+ game optimized 3D assets**
- Collaborated with engineers** to integrate 3D assets into project
- Delivered assets on schedule within **iterative production** cycles

Education

University of Alaska Anchorage | B.S. in Computer Science | Minor in Mathematics & Computer Systems Engineering

2026

University of Alaska Anchorage | A.A. in General Studies

2023