



Ethan Tal

UI/UX Developer

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 ethantal.com

Editors

Unreal Engine 4
Unity 2017
Custom Engines
Zero (Proprietary)

Languages

C/C++
C#
UE4 Visual Scripting
Zilch (Proprietary)

Tools

GitHub
Perforce
Doxygen
Visual Studio
MockFlow
Slack
MS Office
Illustrator

Skills

Wireframing
Prototyping
Flow-charts
Mock-ups
Scripting
UI systems
Interaction design
Cinematic design

EDUCATION

DigiPen Institute of Technology (Redmond, WA)
Bachelors of Science in Computer Science and Game Design

May 2019

GPA: 3.85 | Summa Cum Laude | Valedictorian

PROJECTS

Takowana County

Team: 18 | Engine: UE4
1st person suspenseful exploration
with a deduction board mechanic

UI/UX Developer | Game Designer

Sep 2018 - Dec 2018

- ▶ Utilized UMG to communicate player goals through player HUD
- ▶ Transformed 2D menu into a 3D diegetic journal for an immersive experience
- ▶ Collaborated with art and sound team to improve UI/UX creating a polished product
- ▶ Refocused narrative and gameplay structure/flow to improve player experience

Outlier

Team: 18 | Engine: Custom
1st person horror puzzle in a
machine controlled world

UI/UX Developer | Scripting

Sep 2017 - Apr 2018

- ▶ Incorporated theming and game mechanics in an immersive 3D menu
- ▶ Developed custom UI system for HUD and in-game menus
- ▶ Prototyped vertical slices of gameplay and UI in UE4 to improve production workflow
- ▶ Spearheaded all implementation of gameplay in C#

Viola

Team: Solo | Engine: Unity 2017
2D action adventure with a
cinematic & movement emphasis

UI/UX Developer | Game Designer

Jan 2018 - Apr 2018

- ▶ Created thematic UI and UX to drive player engagement
- ▶ Illustrated narrative through in-game cut scenes and dialogue
- ▶ Crafted and set-dressed fluid side scrolling levels for interesting gameplay
- ▶ Engineered all gameplay systems in C# creating a well polished experience

Utomah

Team: 11 | Engine: Custom
2D action adventure in a charcoal
drawn world

UI/UX Developer | Scripting

Sep 2016 - Apr 2017

- ▶ Designed and built menu/game UI in C++
- ▶ Integrated cinematic events to enhance user experience
- ▶ Programmed destructing and reconstructing environments for player feedback
- ▶ Managed team of 11 through an established production schedule

WORK EXPERIENCE

Teaching Assistant

DigiPen Institute
of Technology
Redmond, WA

Jan 2017 - May 2019

- ▶ Assisted professors in 5 programming and game design classes
- ▶ Mentored students to further their understanding of core topics
- ▶ Reviewed student projects providing constructive and detailed feedback

Resident Assistant

DigiPen Institute
of Technology
Redmond, WA

Sep 2016 - May 2019

- ▶ Fostered a sense of community for 100+ domestic and international students
- ▶ Organized events for residents producing an involved community
- ▶ Mediated and resolved conflicts between residents

AWARDS

DigiPen Student Awards

Utomah

- ▶ Best Sophomore Game
- ▶ Game of the Year Runner Up
- ▶ Best 2D Design Runner Up

Apr 2017

DigiPen Game Entry

Utomah

- ▶ PAX West 2017 Booth
- ▶ IGF 2018 Best Student Game Entry

Apr 2017