# Ethan Helms

UI/UX & Level Designer

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**Technical Skills:**
- Unreal Engine 5
- Unity 2D/3D
- Adobe Creative Suite
- Version Control (Git/SVN)
- C# Scripting
- Godot Engine

**Soft Skills:**
- Communication
- Creative Problem Solving
- Time Management
- Agile Development Skills
- Collaboration

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## Professional Experience:

SYNC - Sam, Sam, and Friends Studio - Burlington, VT          Jan. 2024 - May 2024
UI/UX Designer (Team Size 22)
- Implemented UI HUD and Menus through Unreal Blueprints and Widgets.
- Rapidly designed and iterated on UI wireframes in response to feedback.
- Communicated across disciplines to integrate UI with game systems and art direction.
- Underwent QA testing to ensure UI elements fit player needs and enhanced the intended experience.

Thief 2 Custom Level - Solo Project - Burlington, VT          Aug. 2023 - Dec. 2023
- Designed a custom level for Thief 2 using the DromEd level editor.
- Practiced iterative design process starting from sketches, to blockouts, to a finished level.
- Decorated level with props, lighting, and npcs to create an immersive and atmospheric experience.

Herbicidal - Void Blossom Interactive - Burlington, VT          Aug. 2023 - Dec. 2023
Lead Designer (Team Size 9)
- Used agile development processes to prototype, test, and iterate game concepts.
- Communicated across disciplines to help build a game towards a strong intended experience of teamwork and power fantasy.
- Collaborated to efficiently solve challenges during the design process.
- Publicly presented and pitched the game concept for further development.

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## Education:

Champlain College - Burlington, VT          Anticipated Graduation: May 2024
- Bachelor of Science in Game Design          GPA: 3.9
- Minor in UI Design and Implementation
- Fall 2023 Semester in Montreal, CA