Ethan Crooks – Programmer

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Skillset

Enthusiastic and versatile programmer with three years' experience working in large game development teams.

Much of my experience is with Unreal Engine, where I've tackled networking, rapid gameplay prototyping using GAS, PC and console optimisation, UI, and editor tooling.

Outside of gamedev, I'm always tinkering with programs for me and my friends, which you can read about more on my website.

Other experience includes:

- Programming in C++, C#, Python, Rust, JavaScript/TypeScript and Lua
- Game development in Unreal, Unity, Godot and Love2D
- Linux server administration
- Web development with Flask and React

Employment

Programmer - Sumo Digital Sheffield

2023 – 2026

Worked on a variety of different Unreal Engine projects in core tech and gameplay roles.

Took ownership of an inventory system for a public test build, including the UI and underlying connections to live data.

Worked on several rapid prototypes, including implementing character abilities, AI behaviour, an animation system for a player character, and console port optimisation.

Used GAS to prototype systemic gameplay effects in a sandbox environment.

Developed Slate widgets to improve UI performance while remaining easy for designers to use.

Placement Programmer – Sumo Digital Sheffield

2021 – 2022

Year-long placement working on a multiplayer FPS title.

Implemented several prototype GAS abilities from inception to presentable quality.

Worked with Unreal's internal property system and asset registry system to aid prototyping.

Junior Software Developer – MALY IT

2019

Summer placement working with .NET Xamarin to develop cross-platform mobile applications.

Teaching Assistant – Creative Computing Club

2018 – 2019

Periodic volunteering as a teaching assistant, later moving to part time work.

Education

University of Portsmouth

2019 – 2023

Computer Games Technology BSc, First-Class Honours.

Worked on a multiplayer VR shooter game using Unreal Engine and the university's motion capture studio, where I was able to draw from my experience on my placement to develop the game's core systems and networking. I also provided Perforce support and documentation.

For my dissertation, I designed and developed a VR teaching tool for the Royal School of Artillery, for which I received a Commander's Commendation.

Suffolk One Sixth Form College

2017 – 2019

Maths A Level (A), Computer Science A Level (B), Games Design Level 3 BTEC (Dist*), Electronics AS (A).