Ethan Burch

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More information available at linkedin.com/in/ethanburch. References available upon request.

Experience

Sept. 2018 – Present	**Simulation-Game Designer**
	UNC Eshelman School of Pharmacy
	Primarily worked on nXhuman, a game for training healthcare students

Led development on all in-game dialog, and narrative design for virtual patient encounters
Collaborated with programmers and artists to hit production deadlines and achieve project goals
Led user testing and focus groups to investigate usability and functionality of the game
Elicited scenario content from subject matter experts to author educational and engaging content
Creatively implemented function extensions within narrative tool Inky
Supported development of an encounter authoring tool using Inky templates
Prototyped and implemented smaller UI elements and game mechanics with C# and Unity
Authored progress reports, visually oriented design docs and pitch decks
Sole audio designer with Audacity and Unity
Constructing basic level layout and scripting for a first-person attention testing simulation
Delegated tasks to contractors and student interns

Sept. 2017 – Sept. 2018	**Simulation Fellow**
	Department of Veterans Affairs

Developed serious VR game for training at-distance learners in Duke School of Nursing
Began contributing to virtual patient game as outlined above
Refined IBM Watson prompts on nXhuman with user tests, focus groups, and design documents
Improved e-learning mental health course with Twine prototypes and UX feedback

May 2017 – Sept. 2017	**Game Design Consultant**
	Intempio

Guided pharmaceutical VR game for training sales reps by critiquing pitches and prototypes
Adhered project to industry standards by playing and analyzing competing games
Outlined and updated realistic development needs to achieve client goals

Jan. 2015 – Sept. 2017	Drexel University
Oct. 2016 – Sept. 2017	**Adjunct Professor**
	Taught 8 undergraduate game development and narrative design courses
Jan. 2015 – June 2016	**Game Designer**
	Collaborated with multidisciplinary team to develop a memorable iOS exergame
	Led level design, player verbs, and game events from concept to final polish
	Balanced difficulty and player abilities with prototypes, formal playtests, and data analysis

Education

MS, Digital Media, June 2016
Drexel University

BA, Media Arts and Studies, June 2011
Wayne State University

Achievements

Winner, Micro-mechanic Jam 2017
Published Author, Chi Play 2015, 2016
Speaker, East Coast Gaming Conference 2018
GDC Conference Associate, 2016 - Present

Skills

Game Design, Level Layout, Pitching & Presenting, UI/UX, Prototyping, User Tests, Communication & Feedback

Visually Oriented Design Docs, Dialog, Screenwriting

Unity, Unreal (beginner), GameMaker (beginner)

JIRA, Trello, Slack, Teams

Office Suite, Inky, Visual Studio, Adobe Creative Cloud, GitLabs, PlasticSCM, SourceTree, Twine, Maya

C#, Ink, HTML/CSS, JSON, Python (beginner)