

Ethan Caraway

Software Developer & Game Designer

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Job Experience

- Founder, Programmer, & Designer, Flight Paper Studio LLC, *2017-Current*
Use Unity, C#, and JSON and organize team to work on a PC game and contract projects
- Game Development Instructor, Hello World Tech Studio, *2017-Current*
Teach Unity, GameMaker, C#, and GML to elementary, middle, and high school students
- Technical Lead, FabuLingua Inc., *2018-2020*
Used Unity and C# to create a children's language-learning mobile application
- Software Developer, Logistics Management Institute, *2017-2018*
Used Unity, C#, and Microsoft HoloLens to create Mixed Reality applications
- Software Developer, Pennington Biomedical Research Center, *2015-2017*
Used Unity and C# to create a research tool and mobile application
- Programmer & Project Manager, Iron 27 Inc., *2014*
Used Unity, C#, PHP, and JSON and organized team to work on a mobile game

Education

Louisiana State University 2011-2014
Bachelor of Science in Computer Science, Software Engineering Concentration;
Digital Media Minor

Projects

Build Up Construction (Elite VR) 2020
A construction training VR application for Oculus Quest in Unity
Programmer

Non-Lethal Campaign Mod 2020
A mod for XCOM: Chimera Squad
Creator

FabuLingua (FabuLingua Inc.) 2019
A children's language-learning application in Unity
Technical Lead

Character Name Generator 2019
A name generator asset bundle for the Unity Asset Store
Creator

disruptED (disruptED, LLC) 2018
An AR/VR children's mobile application in Unity
Contract Software Developer

Spatial Planning (Logistics Management Institute) 2018
An logistics planning Mixed Reality application for the Microsoft HoloLens in Unity
Lead Programmer *Cancelled*

Training & Maintenance (Logistics Management Institute) 2018
A training Mixed Reality application for the Microsoft HoloLens in Unity
Lead Programmer *Cancelled*

Body Morph Assessment (Pennington Biomedical Research Center) 2017
A body image diagnostic research tool in Unity
Lead Programmer, Designer *Cancelled*

Body Image Workbook Project (Pennington Biomedical Research Center) 2016
A body image clinical intervention and mobile role playing game in Unity
Project Manager, Lead Designer, Lead Programmer *Cancelled*

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<i>Evasion</i>	2015
A local multiplayer strategy game in Unity Producer, Programmer	
<i>Heroes of Shadow Guard</i> (Iron 27 Inc.)	2014
A mobile role playing and strategy game in Unity Project Manager, Programmer	
<i>Hue</i>	2014
A 2D action platform game in Unity Producer, Lead Designer, Programmer	
<i>Lucidity</i>	2014
A 3D puzzle and exploration game in Unity Lead Designer, Programmer	
<i>FIRST</i>	2013
An interactive poem in GameMaker Designer, Programmer	

Volunteer Experience

- Game Development Mentor, Alfred M. Barbe High School, 2012-2013
Taught C/C++ and GameMaker to high school students

Programming

- C#
- C/C++
- GML
- JSON
- SQL
