

ETHAN PETERSON

GAME PROGRAMMER & DESIGNER

Gilbert, AZ · 602-849-1101 · koda@akuro.studio · akuro.studio · github.com/KodaNotABear · linkedin.com/in/ethan-peterson-sweng

Game programmer with a B.S. in Computer Science (Arizona State University, May 2026) and nine months of professional Unity experience shipping onboarding, LiveOps, and WebGL features for a live mobile racing game. Three years building embedded race telemetry for a collegiate FSAE team. Builds polished solo projects in TypeScript and React, including Wincon, an open-source ranked-review tool. Seeking a junior game programmer role.

EXPERIENCE

Game Development Intern

Aug 2025 – May 2026

Pixel Pirate Studio · Off-Road Champion (mobile racing, Unity)

- Designed and implemented the new-player onboarding system, guiding players through core mechanics and progression goals in their first session
- Shipped a tournament update where players compete for virtual currency, connected to a web portal for live standings and rewards
- Ported Off-Road Champion to WebGL for browser play
- Collaborated with designers and producers in an Agile team: standups, sprint planning, code review

Data Acquisition Developer

Jun 2022 – 2025

Sun Devil Motorsports (Formula SAE), Arizona State University

- Designed and tested on-vehicle data acquisition tools across three race seasons
- Built embedded systems for live telemetry capture, including an infrared lap timing system used for on-track performance analysis

PROJECTS

Wincon

Jul 2026 – Present

League of Legends ranked review tool · Open source

- Built an open-source TypeScript / React ranked-review tool that turns Riot Match-V5 timelines into explainable coaching notes, lane-opponent comparisons, death maps, and animated ten-player replays
- Implemented rate-limited API caching, an anonymized public showcase, and 43 automated tests covering metrics, insight rules, replay moments, focus tracking, and report generation

SKILLS

Languages: C# (Unity, ASP.NET) · C++ · Java · TypeScript / JavaScript · Python · HTML & CSS

Engines & Tools: Unity (3+ years) · Git / GitHub · Blender · FMOD · JetBrains Rider · Visual Studio

Game Development: Gameplay systems · UI implementation · Level design · WebGL builds · Onboarding / LiveOps

Engineering: Embedded systems · Data acquisition · Game servers (Docker / VPS) · Agile / Scrum

EDUCATION

B.S. Computer Science, Software Engineering Focus

May 2026

Arizona State University

- Coursework: Game Development, Computer Graphics, Algorithms, OS · Formula SAE · SoDA