ETHAN TOBIN

CONTACT

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📍 Brooklyn New York, 11201

📍 Oxford Ohio, 45056

SKILLS

- Unity
- Unreal Engine
- GameMaker Studio
- C#
- C++
- Java
- Debugging
- Html / Css / Javascript
- Adobe Photoshop
- Adobe Dreamweaver
- Version Control
- Multiplayer Design
- NetCode
- Procedural Generation

PROJECTS

Unannounced Gianty Project

Made in Unity at Gianty, this is an action RPG with Souls-Like mechanics.

On this project, I worked on system design, balancing, marketing, and concept art.

Kanpani Girls Re:Bloom

Outsourced to at Gianty, this was a published mobile isekai gatcha JRPG.

On this project, I worked on narrative and localization.

Make-Out Monsters

Made by MoCo Gamemakers, this is a deck builder about making out with monsters at the club.

On this project, I led design meetings, wrote narrative, led playtests, and balanced.

WORK EXPERIENCE

Gianty

Business & Game Designer
02/2024 - 06/2024

Business & Game Designer Intern
11/2023 - 02/2024

MoCo GameMakers

Lead Game Designer
09/2024 - Present

Deceptively Social Gaming

Volunteer Gamemaster
07/2025 - Present

EDUCATION

NYU Game Center

Masters in Game Design
Class of 2026

Miami University

Bachelors in Game Development
Minor in Computer Science
Class of 2023