| **Ethan Murchison**  **Game Designer** | Austin, TX 1.870.866.8026 ejmurchison1@gmail.com  <https://www.linkedin.com/in/ejmurchison/> <https://www.emurchisongames.net/>  Game Designer focused on level and narrative design.  horizontal line |
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| **ㅡ** **Skills & Tools** | Unity Engine Reaper (Audio) Conversational Danish & C#------------- ---------- Godot Engine ----- ---Gàidhlig Adobe Creative Suite GDScript Beginner Spanish, German, Procreate Foundry VTT------- - & Japanese Level Design Worldbuilding TEFL & TESOL Certified |
| **ㅡ** **Experience** | **Tabletop RPG Designer /** Freelance JUNE 2020 - PRESENTCreating rule systems, supplements, and adventures for tabletop role-playing games. Playtesting mechanics content and planning for branching narrative decisions, leaving space for when unexpected choices are made, allowing the game to adapt and continue moving forward to ensure the best experience for all.**Kabam Games /** Player Support Specialist II MAY 2022 - PRESENT Assisting players with gameplay and technical questions and concerns at a high level. Creating and updating internal resources for knowledge and training. |
| **ㅡ** **Projects** | **Free Rider** / Creative Director AUGUST 2023 - PRESENTA skating simulation game focused on level exploration and navigation. I primarily worked to ensure a cohesive creative vision and the layout of each level, including hand placement of gameplay related objects and planning objectives.**End User System /** Game Designer December 2023 - PRESENT  EUS is a Powered by the Apocalypse-based table-top RPG set in a cyberpunk world. I am the sole creator and designer for this game, creating all rules, items, and systems for it.**The Roundish Table Podcast /** Narrative Lead, Executive Producer, Director FEBRUARY 2023 - PRESENT  A variety, actual-play podcast. I am the GM for our first campaign, SynthCity Chronicles, using the NetBattlers system in a setting I created. I am also the EP, handling all logistical tasks, and the director, doing sound design for the final product for each episode. |
| **ㅡ** **Education** | **Austin Community College** / Game Design CertificationMAY 2022 - AUGUST 2024; AUSTIN, TX**University of Central Arkansas /** BA, Computational LinguisticsAUGUST 2014 - DECEMBER 2017; CONWAY, AR |

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# **Organizations IGDA** / Member JUNE 2023 - Present; AUSTIN, TX