

Ethan Miller

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Education

Columbia University – *Bachelors of Arts in Computer Science GPA: 3.84* New York, NY | January 2024 – December 2026

- Activities: Head of Game Incubation for the Game Development Club, Esports Club Lead, LionJam Staff
- Courses: 3D UI and Augmented Reality, UI Design, Linear Algebra, Advanced Programming, Data Structures
- Awards: Dean's List x2, GS Scholarship

Santa Monica College – *No Degree Conferred GPA: 3.9* Santa Monica, CA | August 2022 – December 2023

- Activities: President of Rock Climbing, Wilderness, and Environmentalism Club, Phi Theta Kappa Honor Society
- Courses: Game Development in Unity, Coding in Visual Basic, Game Design
- Awards: Phi Theta Kappa Honor Society, Dean's List x4

Experience

Interscope Records – *A&R Data Engineering Intern* Los Angeles, CA | June 2022 – August 2022

- Supported talent scouts by providing data-driven insights using trending TikTok sounds to find unknown artists.
- Created a tool in Python that automated putting TikTok data into a readable excel format using Beautiful Soup.

DHC@Columbia University – *Information and Technology* New York, NY | January 2025 – Present

- Help users with accessing ancient texts, cultural artifacts, and historical data for academic purposes.
- Maintain the Digital Humanities Center's online system and technology (scanners, computers, etc.).

Projects and Activities

LionJam 2025 – *HTML, CSS, JavaScript, Django* January 2025 – March 2025

- Helped organize a Game Development Hackathon at Columbia. Organized speaker events and workshops. Created a website for the jam. Designed and implemented: UI/UX, promotional materials, graphics.

Columbia Semester Jam January 2025 – June 2025

- Organized another Game Development Hackathon at Columbia. Organized speaker events and workshops.

You're Out! – *Godot, GDScript, Aseprite, Blender, Crocotile 3D, FL Studio* December 2024

- Created a 3D speedrunning game with a typing mechanic for *Beginner's Jam Winter 2024* and placed #3 out of over 400 developers.
- Created assets using Blender and Aseprite, animations using Crocotile 3D, and FL Studio for sound and music.

Dread of Knight – *Unity, C#, Aseprite, FL Studio* December 2023

- Created a 2D maze horror game with enemy AI using C# and Unity.
- Created assets and animations using Aseprite, sound fx and music using FL Studio, and C# for scripting.

Pathfinder – *Lens Studio, TypeScript, Snap Spectacles, FL Studio* November 2024

- Created a fitness app for Columbia's DivHacks hackathon that motivates users to explore their neighborhood.
- Collectable coins spawn in a generated path that users can pick up on their walk/run.

'bleach' (artist project) – *FL Studio, Wav2Bar, Guitar* 2020 – Present

- Composed, produced, and performed original music that was featured on Spotify editorial playlists twice. (> 1 million streams).