

# ETHAN WALDO

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[LinkedIn](#)

[GitHub](#)

[Portfolio](#)

## LANGUAGES AND TECHNOLOGIES

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**Proficient:** Maya, Substance Painter, ZBrush, Lens Studio, Blender, Gravity Sketch, Archicad, Ultimaker Cura, Unity, Unreal Engine, Godot, Notion, Figma, Cricut Design Space, NextJS, Arduino, Adobe Creative Cloud, Javascript/Typescript, GLSL,C#

## EDUCATION

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### College for Creative Studies

BFA, Entertainment Arts (Game Design)

August 2024 - May 2027

### Schoolcraft College

Associate of Fine Arts

August 2021 - May 2023

## PROFESSIONAL EXPERIENCE

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### Finance Unfolded - Livonia, MI | Hybrid

#### Social Media Manager

October 2023 - June 2025

- Developed multiple Notion databases to automate the video research and ideation process, significantly enhancing content creation efficiency and streamlining workflow, which facilitated a notable increase in content output and quality.
- Engineered a system for managing relationships with collaborating brands, leading to a substantial increase in successful partnerships and audience engagement through collaborative content, reinforcing brand reputation and reach.
- Conducted strategic discussions with brands for collaborations, securing numerous successful partnerships that expanded content reach and diversity, contributing to a robust growth in the brand's follower base.

### Cedar Point - Sandusky, OH

#### Ride Operator

June 2023 - August 2024

- Achieved iROC operator and iROC trainer certifications, demonstrating a comprehensive understanding of ride operation safety and efficiency. Leveraged expertise to train new ride operators, enhancing team capability and ensuring adherence to Cedar Point's high standards for safe and enjoyable guest experiences.
- As the 'in-charge' supervisor in the absence of regular supervisors, I provided leadership and direction to my crew. Fostered a culture of safety, teamwork, and excellence, contributing to the crew's professional growth and operational success.

### Snap Inc. - Santa Monica, CA | Remote

#### Snap Lens Academy Scholar

June 2022-August 2022

- Selected as one of 15 scholars for the Snap Lens Academy 2022 cohort, I actively participated in rigorous daily XR development classes, weekly professional development sessions, and hands-on projects including hackathons, culminating in the enhanced design and technical proficiency in AR, and contributing innovative lenses to the platform.
- Collaborated on a capstone project to develop the 'Women in STEM' Snapchat Lens, employing 2D and 3D art to create an interactive educational experience, which was lauded for its innovative approach in engaging users with significant female STEM figures, highlighting the potential of AR in education.
- Competed in academy-sponsored hackathons, applying XR development skills to conceive and execute unique AR lenses under tight deadlines, demonstrating creativity and technical skill, and fostering a competitive yet collaborative learning environment among peers.

## PROJECTS

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### Central Wonders - Detroit, MI | Michigan Central Art x 4th Space Tech x CCS

#### Programmer & Technical Artist

September 2025-December 2025

- Developed two location-based Augmented Reality experiences in Unity using Google Geospatial APIs, including a 3D virtual train circling Michigan Central Station that highlights distinct chapters of Detroit's heritage.
- Built the Unity scenes and C# systems end-to-end, leveraging Streetscape Geometry to anchor interactions to real-world buildings (including a snowball-shooting experience) and implementing geospatial alignment and experience flow for a stable on-site deployment.

### VRIoT - Cambridge, MA | 2023 MIT Reality Hack

#### Technical Artist

January 2023

- Designed and developed a virtual smart home model in Unity, incorporating interactive 3D elements for VRIoT, leading to an immersive VR experience that facilitated user control over home automation, contributing to the project's win at MIT Reality Hack 2023.
- Constructed a physical smart home model, integrating IoT devices for real-time VR interaction, showcasing innovative VR-to-physical device control and securing a win in the "Hardware: Interfacing with the World" and "Living Sustainability" tracks.