

Corbin D. Stickley

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Education

Cornell University, College of Engineering

Bachelor of Science in Computer Science, Minor in Game Design
GPA: 3.61 | Dean's List Spring 2022-Spring 2024

Ithaca, NY
May 2024

Related Courses: Intro to Game Development, Object-Oriented Programming & Data Structures, Data Structures and Functional Programming, Music and Digital Gameplay, Human Computer Interaction Design, Innovative Product Design, Computer Graphics, Intro to Analysis of Algorithms, Data Driven Web Applications, Advanced Game Development

Technical Skills

- **Programming Languages:** Python, Java, JavaScript, TypeScript, C++, C#, C
- **Front-end Development Tools:** HTML5, CSS3, ReactJS, D3.js, Three.js, and Figma
- **Developer Tools:** Git, GitHub, VS Code, Visual Studio, IntelliJ, and WebStorm

Work Experience

The Commons XR

September 2025-Current

Unity Engineering Intern

- Created a WebGL build profile with conditional compilation to exclude all networking code from the existing standalone web editor functionality.
- Updated asset transfer between the existing React frontend website and the standalone executable to utilize web requests for streaming of larger files like images, video, and audio.

Cornell Phonetics Lab

August 2023-May 2024

Game Developer, Unity (Ithaca, NY)

- Implemented systems in Unity to create an online multiplayer collaborative game with recordable voice chat utilizing Unity Netcode for GameObjects.
- Focused development on voice chat, map generation, and player movement.

Cornell Engineering Learning Initiatives

August 2022-December 2022

Tutor, Introduction to Computing using Python (Ithaca, NY)

- Tutored concepts like recursion, call stacks, sorting algorithms, and debugging.
- Provided feedback and guidance to a variety of students from different coding backgrounds.

Project Experience

Cornell CUP Robotics

September 2020-May 2024

Project Team, Cornell University (Ithaca, NY)

- Primary Team Lead
 - Managed team of around 60 members work over 3 unique robotics projects.
 - Started and managed weekly scrum meetings, offering technical advice and help with logistics.
 - Led presentations to investors, and company representatives of Sparkfun, DEKA, AutoDesk, FIRST, and more.
- Minibot Computer Science Team Lead
 - Led development of a modular robotics kit utilizing Raspberry Pi (Minibot).
 - Assisted in presentations to company representatives of Intel, Autodesk, NASA, and more.
- Minibot Computer Science Team Member
 - Programmed vision systems in Python and Javascript, utilizing OpenCV to recognize Apriltags.
 - Generated Blockly code based on recognized Apriltags, allowing for programming with physical objects.

Midnight Smack - C++ Game Programming and Gameplay Lead

January 2024-May 2024

Advanced Game Development, Cornell University (Ithaca, NY)

- Debugged Steam Deck & Linux builds of the game, also managed touch screen and controller input.
- Programmed the majority of the Day Game Mode, including level loader, quests, and main gameplay loop.
- Created inventory and item systems, and modified the main Night Game Mode to utilize these new systems.

Groove that Goob - Java Game Programming with LibGDX

January 2023-May 2023

Intro to Game Development, Cornell University (Ithaca, NY)

- Designed and implemented the Entity and Game board class infrastructure to efficiently manage game data.
- Programmed an advanced moving camera, enabling full control of how the camera moves in the game.
- Engineered a level loader and initializer cutting development time and allowing for the rapid level design.
- Awarded Most Innovative Game and tied for 2nd in Audience Favorite at GDIAC Showcase (2023).