Corbin D. Stickley

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Ithaca, NY 14853

Education

Cornell University, College of Engineering   Ithaca, NY

Bachelor of Science in Computer Science, Minor in Game Design   Expected May 2024

GPA: 3.56/4.3 | Dean's List Spring 2022-Fall 2023

Related Courses: Intro to Game Development, Language and Information (Python), Object-Oriented Programming & Data Structures (Java), Data Structures and Functional Programming (OCaml), Music and Digital Gameplay, Communication for Game Development, Human Computer Interaction Design (Figma), Innovative Product Design, Computer Graphics, Intro to Analysis of Algorithms, Data Driven Web Applications

Technical Skills

- **Back-end Development Tools:** Python, Java, OCaml, OpenCV, C#, C, and OOP
- **Front-end Development Tools:** HTML5, CSS3, Javascript & ReactJS, D3.js, and Figma
- **Developer Tools:** Git, GitHub, VS Code, IntelliJ, and WebStorm

Project Experience

***Groove that Goob* - 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 a moving camera from scratch, to enable full control of how the camera moves in the game.
- Created a level loader and initializer, to facilitate the addition of new content and speed up game development.
- *Groove that Goob* won the most Innovative Game Award at the GDIAC Showcase in May 2023, and tied for second place in the Audience Favorite Category.

Cornell CUP Robotics - Minibot Project   *September 2020-Present*

Project Team, Cornell University (Ithaca, NY)

- Minibot Computer Science Team Lead   *May 2022-Present*
  - o Overseeing development of all software projects for Minibot, which is a modular robotics kit designed to be utilized alongside a computer science education kit to teach students computer science.
  - o Taking a lead role in presenting to company representatives of Intel, Autodesk, NASA, and more.
  - o Communicating and planning with the team's faculty advisor to ensure deadlines are met.
- Minibot Computer Science Team Member   *September 2021-May 2022*
  - o Focused on vision systems, working with OpenCV and Apriltags. Programming mainly in Python and JS.
  - o Implemented a feature that generates Blockly code blocks for Minibot to execute after it sees an Apriltag to allow users to program Minibot with physical objects.

Afghan Dreamers World Cup Partnership   *October 2022-November 2022*

Unity Game Design, Cornell University (Ithaca, NY)

- Worked with the Afghan Dreamers all-girls robotics team to make their soccer AI for a World Cup inspired game.
- Developed the soccer team AI in C#, modified and modernized UI of old Unity Asset game.
- This project was covered by the Cornell Chronicle, Cornell Engineering Newsletter, and Cornell College of Computing and Information Science Newsletter.

Work Experience

Cornell Phonetics Lab   *August 2023-Present*

Game Developer, Unity (Ithaca, NY)

- Developing a game intended to be used in linguistics research by the Cornell Phonetics Lab.
- Implementing systems in Unity to create an online multiplayer collaborative game with recordable voice chat.

Cornell Engineering Learning Initiatives   *August 2022-December 2022*

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

- Attend monthly tutoring training sessions to learn how to best work with students.
- Helped a variety of students from different coding backgrounds learn and succeed in their first coding class.