Corey Mills, Stoke-on-Trent

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About me

A Staffordshire University graduate, who has experience with multiple technologies. Experience in creating video games, most recently at Splash Damage, but also through several projects in University, Game jams, and college. I have a great desire to thrive within the gaming industry as a programmer and to create outstanding and engaging video games people find hard to put down.

I play a wide range of games, from strategy to MMO, RPG, board games, and DnD. I am passionate about making and playing entertaining and exciting games.

I am looking for an opportunity to further develop my skills and grow as a Gameplay/AI programmer in the gaming industry.

Skills

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| --- | --- | --- | --- |
| Coding Languages:   * C++ * C# * Java * HTML * CSS * JavaScript | Software:   * Unreal * Visual Studios * Unity | API:   * SDL * DirectX * OpenGL | Soft Skills:   * Teamwork * Leadership * Problem Solving * Organisational Skills * Task logging |

Work Experience

**Splash Damage** 2021-Now

Working on Project Astrid and another undisclosed project, for 2 years as a Gameplay Programmer. During which I have worked on small and large-scale projects building up my experience programming in UE5, in C++ and blueprint; along with the experience I have built up in the AI specialism in 2023.

Relevant Experience

* Participated in Global Games Jam 2021. In a team of 6, we created “X Marks the Spot” in Unity.
* Participated in Search for a star 2020-2021, Grads in Games. Created an arena-style survival game while following the themes in the brief.
* Self-employed placement year 2019-2020. Created 2 mobile video games in Unity, “Launch” and “Bounce”. Both include a variety of systems needed for a video game to run and create an enjoyable experience.
* Participated in the Global Games Jam 2020 event. In a team of 10, we created “Bermuda” in UE4. I was one of two programmers in the group.
* Participated in a week-long game jam with industry professionals and 9 other students. We created a small multiplayer game called “SoulCats” in Unity. I programmed the AI and Physics behind the characters and items in the game, using C#. I also 3D modelled game objects.
* Participated in Jamchester as a team from UTC@MediaCityUK, using the Unity Engine.

Education

**Staffordshire University** 2017-2021

BSc (Hons) Computer Games Programming - **First Class with Honours**

Check my portfolio to see the projects I worked on.

**UTC@MediaCityUK**

Level 3 BTEC Extended Diploma, Creative Media Production (Games Development) (QCF) – **D\*D\*D\***

Level 3 Extended Project & A-Level Computer Science.

**St Peters High School** 2010-2015

GCSE - 3 **A**’s and 8 **B**’s  
Cambridge National Level 1/2 - **Distinction**

References

**Joshua Hall**

Senior Gameplay Programmer at Splash Damage.  
[joshua.hall@splashdamage.com](mailto:joshua.hall@splashdamage.com)

**Domenico Toscani**

Senior AI Programmer at Splash Damage.  
[epilo86@gmail.com](mailto:epilo86@gmail.com)