

COREY WARREN II

<STUDENT, PROGRAMMER, ARTIST>

CONTACT:

<> EDUCATION <>

- Associate Degree in Computer Science
-2019) GPA: 3.0
- Bachelor's Degree (In Progress)
in Computer Science
-Expected 2021) GPA: 3.0

<> EXTRACURRICULAR <>

- S-STEM Scholarship Award (2019 – Ongoing)
- Game Development Club with and Professor

<> WORK EXPERIENCE <>

- Cashier, at
(Oct. 2015-Mar. 2020)
Trained new cashiers in a mentor/newbie capacity for: handling difficult situations, handling cash, managing stress, serving customers politely, using proper procedures, and being fast and efficient.

<> HOBBIES <>

- Game Development (Unity)
- Cryptocurrency Investment/Research
- 8-Bit Music and Digital Painting
- Favorite YouTubers: "Two Minute Papers," "Numberphile," "Veratasium," "Smarter Every Day"

<> TECHNICAL SKILLS <>

- Python, C++, Java, C#, x86-64 Assembly
- Unity 2D/3D
- HTML, Firebase, JSON, CSS
- Linux (Ubuntu)

<> LANGUAGES <>

- Native English Speaker
- Basic Spanish (3 years in High School)
- Hobbyist Japanese (Visual Novels)

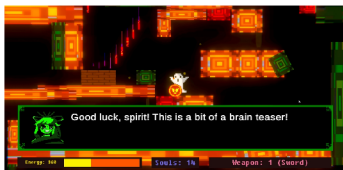
<> PASSION PROJECTS <>

- Machine Learning with MNIST Dataset, Handwritten Number Recognition, Python
- "Security Squadron," a 3D Defense Game
- "FloraSora," an ongoing Digital Art project/blog, potential Art-Book
- "With Spirit," a 2D Platformer Game, borrows FloraSora designs

(COREY WARREN II)

<> GAME PORTFOLIO <>

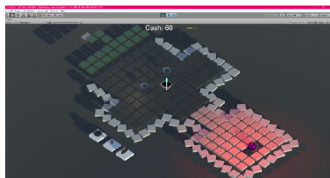
"WITH SPIRIT"



PROJECT OVERVIEW:

Current development is focused on adding physics-based platform puzzles, improving sprite art, adding character dialogue, expressions, menus, and new music. Coded in C#.

"SECURITY SQUADRON"



PROJECT OVERVIEW:

Current development is focused on optimizing load time and bug-fixing. The way that the defender placement panels work is inefficient, may combine them all into one parent object. Coded in C#.