Cori Mori

Game Developer and Designer

📞 607-794-0354

✉️ cori.n.mori@gmail.com

🌐 https://corimori.github.io/client/index.html

in https://www.linkedin.com/in/cori-mori-69979015a/

Skills

- Game Development
- Game Design
- Level Design
- Unreal 5
- Unity
- C++
- Unreal Blueprints
- C#
- Javascript
- Phaser

Education

Rochester Institute of Technology
Bachelors of Science - Game Design and Development
2017-2021

Experience

Game Developer
Workinman Interactive LLC

May 2021 - Feb. 2024

- On the primary development team for Noggin, winner of two Kidscreen awards
- Collaborated with artists and animators to create several top performing games on the Noggin app
- Added new core functionality to the proprietary Phaser engine, including a custom Narrator class designed to handle lip flap with automatic silence detection
- Developed a version of the proprietary Phaser engine capable of developing 3D games for the web using ThreeJS and AmmoJS physics

Projects

Wizard Wars

March 2024 - Present

- Independently developing a magical multiplayer experience pitting players against each other in an epic battle of hide and seek in Unreal 5
- Crafting and designing levels packed with props for players to interact with and hide amongst
- Worked with Steam's Advanced Session System to create a client server model for players to connect with each other to play
- Utilizing both C++ and Blueprints to create a well optimized and engaging experience for players

Blaze & the Monster Machines: Sports Day

July 2023 - Nov. 2023

- Crafted 5 unique gameplay experiences with varying mechanics in Phaser
- Worked closely with artists and animators to create a satisfying and unified experience across all mini games
- Top 5 most played games on the Noggin app
- Used creative problem solving to develop various systems to work around the limitations of Canvas only Phaser development

Rubble and Crew: Ruff Ruff Repair

Feb. 2023 - July 2023

- Created in collaboration with Spin Master and Noggin for the Paw Patrol spinoff premier
- Reached 165k plays in first week post launch
- Collaborated with animators to develop in engine IK controllers to allow parts of animated characters to be manipulated by player during runtime

Quiet Thoughts

Oct. 2020 - Feb. 2021

- Independently designed 2D platformer levels via paper prototypes and blocking methods
- Playtested levels to check for balance, flow, and pacing to ensure players would have a challenging but enjoyable experience when playing
- Worked closely with developer to ensure the quality of the designs and revised designs after feedback rounds