

# Corinne (Cori) Mori

## Game Developer

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### Corinne (Cori) Mori

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## Education

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### Rochester Institute of Technology / Bachelor of Science, Game Design and Development

August 2017 - May 2021, Rochester NY

**GPA: 3.3**

*Related Courses:* Level Design, Data Structures and Algorithm Problem Solving I, 3D Animation and Asset Production, Game Design and Development II

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## Skills

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**Programming Languages:** C#, C++, HTML, CSS, PHP, Javascript  
**Tools:** Visual Studios 2019, Unity, Git, Photoshop, Maya

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## Projects

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### Citizen 815 (Personal Project) October 2019- Present

- Worked with a partner to develop a 2D platformer game
- Designer on the team
- Designed levels and sounds
- Worked with partner to develop a narrative
- Worked to develop the flow and layout of game

### Juice Jumble Jubilee, (Academic Project) December 2019

- Worked in a team of six to create a mobile party game
- Designed and implemented UI
- Assisted in running playtests

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## Experience

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### Magic Spell Studios / MAGIC Maker

January 2020 - May 2020, Rochester NY

- Acted as lead designer on own project
- Worked closely with developer on project
- Contributed to weekly and bi-weekly meetings and showcases
- Drafted contract and hired outside artist

### Workinman Inc. / Web App Developer

May 2020 - November 2020, Rochester NY

- Worked on a team of 10+ developers to convert educational courses from Flash to HTML
- Independently worked on several parts of the overall project
- Consistently updated applications per client feedback
- Contributed to daily team meetings