

Corinne (Cori) Mori

Game Developer

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Education

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

August 2017 - May 2021, Rochester NY

GPA: 3.4

Related Courses: Level Design, Rich Media and Web App Development II, 3D Animation and Asset Production, Game Design and Development II, Casual Game Design

Skills

Programming Languages: C#, C++, HTML, CSS, PHP, Javascript

Tools: Visual Studios 2019, Unity, Git, Photoshop, Maya

Projects

Quiet Thoughts (Freelance Project) October 2020-February 2021

- Independently designed 2D platformer levels
- Participated in playtesting and QA prior to game launch
- Worked closely with developer to ensure the quality of the designs
- Revised designs after feedback rounds

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

Experience

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

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