

Cori Mori

Game Dev/Designer

Cori Mori

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Rochester, NY 14620

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Skills

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

Tools: Visual Studios, VSCode, Unity, Git, Phaser

Experience

Workinman Interactive / Game Developer

May 2020 - Present, Rochester NY,

- Independently developed and shipped several games
 - Worked closely with artists and animators
 - Frequently used creative problem solving to work around engine limitations
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Education

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

August 2017 - May 2021, Rochester NY

Projects

Quiet Thoughts (Freelance Project)/ Steam Game

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

Rubble and Crew: Ruff Ruff Repair

February 2023 - July 2023

- Independently developed meta game mechanics
- Iterated on feedback from the client
- Worked with animator to develop in engine IK controllers to allow part of animated characters to be manipulated by players

Blaze and the Monster Machines: Sports Day

July 2023 - November 2023

- Independently developed game mechanics
- Iterated on feedback from the client
- Worked closely with team of artists and animators to create a series of minigames