

Corinne (Cori) Mori

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Objective: Seeking a game design co-op or paid internship with a focus on design or software development. Available for the summer of 2020.

Education

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2021

Bachelor of Science, Game Design and Development

GPA: 3.2

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

Skills

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

Tools: Visual Studios 2019, Unity, Git, Photoshop CC, Maya, Adobe Premiere

Projects

Schmack (Personal Project)

October 2019- Now

- 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

3D Unity Scene, (Academic Project)

December 2018

- Worked in a team of 3 to create a simple scene in Unity 3D
- Designed and implemented level
- Modeled and textured architecture
- Modeled and textured props for scene

Computer Science House Social App, (Personal Project)

April 2018

- Acted as a backend developer for an IOS application.
- Added functionality to tables, buttons, and search bars to display results to the user.

Bob's on The Job, (Academic Project)

March 2018

- Worked in a team of 3 to create a simple 2D game using monogame.
- Created and implemented background music for the game.
- Designed a level builder with Windows Forms.
- Designed and built rooms for the level.

Monster Data, (Global Game Jam Project)

January 2018

- Worked with a team of 6 to create a 3D puzzle game using Unity.
- Programmed the light flickering script.
- Implemented sound effects.