Cori Mori

Game Dev/Designer

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Skills

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Experience

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Education

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Projects

Cori Mori
504 Suburban Ct Apt 8
Rochester, NY 14620
cori.n.mori@gmail.com

Programming Languages: C#, C++, HTML, CSS, PHP, Javascript
Tools: Visual Studios, VSCode, Unity, Git, Phaser, Maya, Blender

Workinman Interactive / Game Developer

May 2020 - Present, Rochester NY,

- On the primary vendor team for Noggin, winner of two Kidscreen awards
- Worked closely with artists and animators to create several top played games on the Noggin App
- Added new core functionality to our proprietary Phaser engine, including a custom Narrator class designed to handle lip flap with automatic silence detection
- Developed a 3D version of our proprietary Phaser engine using ThreeJs and AmmoJs physics

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

August 2017 - May 2021, Rochester NY

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

- Created in collaboration with Spin Master and Nickelodeon for the Paw Patrol spinoff premier
- Reached 165k plays in first week post launch
- 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

- Crafted five unique gameplay experiences with varying mechanics
- Top 5 Most played games on Noggin App
- Developed various systems to work around limitations of Canvas only Phaser development