Cori Mori

Game Developer and Designer

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Skills

- Game Development
- Game Design
- Level Design
- Unreal 5
- Unity
- C++
- Unreal Blueprints
- C#
- Javascript
- Phaser

Education

Rochester Institute of Technology

Bachelors of Science - Game Design and Development

Experience

Game Developer

Workinman Interactive LLC

May 2021 - Feb. 2024

- On the primary development team for Noggin, winner of two Kidscreen awards
- Independently developed multiple top performing games on the Noggin app
- Collaborated with artists and animators to ensure products met strict brand standards across multiple IPs
- Launched development of advanced features within the Phaser engine, which resulted in an average decrease of 3 days of development time on future projects
- Spearheaded the development of a 3D Phaser engine implemented using ThreeJS and AmmoJS physics

Projects

Wizard Wars

March 2024 - Present

- Independently developing and designing a magical multiplayer experience pitting players against each other in an epic battle of hide and seek in Unreal Engine 5
- In the process of designing and implementing 3 levels packed with props for players to hide amongst for maximum engagement
- Devised a client server model for players to seamlessly connect with each other executed using Steam's Advanced Session System
- Built gameplay mechanics using C++ and Blueprints to maximize optimization and create an engaging experience for players

Blaze & the Monster Machines: Sports Day

July 2023 - Nov. 2023

- Top 5 most played games on the Noggin app
- Created 5 unique gameplay experiences with varying mechanics under a single IP
- Introduced a co-play system allowing 2 players to compete against each other, maximizing replayability
- Formed a satisfying and unified experience across all 5 mini games by collaborating with artists and animators
- Devised a system to attach static assets to animation bones, allowing static game assets to act as animated parts enhancing game feel across all games

Rubble and Crew: Ruff Ruff Repair

Feb. 2023 - July 2023

- Reached 165k plays in first week post launch
- Built 9 unique areas with 6 different interactions across all locations for players to explore
- Developed an in engine inverse kinematic controller system to allow parts of animated characters to be manipulated by players during runtime boosting player interaction
- Engineered a custom Narrator class to seamlessly manage lip flap synchronization and automatically detect periods of silence reducing lip flap implementation time from 2 days to 1.
- Minimized impact on low end devices through rigorous optimization, doubling play time from 5 to 10 minutes