

# Jeffrey Corrales

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## Education

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**University of California, Los Angeles (UCLA)**

BACHELOR'S DEGREE IN LINGUISTICS AND COMPUTER SCIENCE

Los Angeles, CA

07/2008

## Experience

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### InXile Entertainment (Xbox Game Studios)

Newport Beach, CA and New Orleans, Louisiana

November 2012 – Present

GAME DESIGNER, SOFTWARE ENGINEER

- Designer on Clockwork Revolution, Wasteland 2 and Wasteland 3. Engineer on Torment: Tides of Numenera
- Created conversations and quests using the Obsidian OEI Toolset
- Created level design documents and documented information using Confluence. Used Jira for task management and Perforce for version control
- Implemented gameplay logic and combat encounters using C# and Blueprint in Unity and Unreal Engine
- Created level blockouts with ProBuilder, 3Ds Max and Photoshop. Created a voxel painting tool to define the navigation mesh's walkable areas
- Created numerous Unity Editor and Python tools to improve workflow and efficiency of team members across various departments
- Served as a pillar of expertise to bring new team members up to speed with the Unity Engine, and strove to reiterate knowledge of best practices
- Fluent in Spanish. Coordinated with multiple translators as the Spanish localization lead

### Gether, LLC.

El Segundo, CA

January 2012 – November 2012

SOFTWARE ENGINEER (CONTRACTOR)

- Setup and administered AWS instances running Ubuntu Linux, Apache, Django, and PostgreSQL
- Created data models and API endpoints to handle RESTful requests from client mobile devices
- Implemented Django middleware and Python libraries for email smtp, user analytics, push notifications, and social networking
- Developed a client iOS app in Objective-C
- Utilized Github version control, SSH, FTP and Database admin tools

### Alelo, TLT LLC.

Los Angeles, CA

August 2008 – March 2012

CONTENT DEVELOPER (LINGUIST)

- Utilized C++, C#, and Python to create game logic for virtual-world simulations in Unreal 2 and Unity 3D
- Worked with subject matter experts in various foreign languages to develop curricula and author content for language and culture courses
- Evaluated interview annotations and research data to create formal design documents and proposals
- Occupied Content Lead position in various projects and was responsible for training others in proprietary authoring tools and managing content creation to meet time sensitive deadlines
- Lead the establishment of the company's Facility Security Clearance (FCL) and served as Facility Security Officer

### United States Army Reserves

Camp Pendleton, CA

August 2001 – August 2009

SERGEANT (NCO)

- Entrusted with operation of multi-million dollar water purification systems under the 316th Quartermaster Company
- One year deployment to Iraq in support of Operation Enduring Freedom. Provided water treatment and security support as a detachment assigned to the 4th Infantry Division
- Squad Leader duties included supervising and promoting teamwork, communicating mission tasks, and mentoring lower grade personnel