Game Design and Development

About me

Name	Ahrik Corley
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Experience

Jan. 2022 – Present	Cybersecurity Home Lab: - Configure and maintain a personal cybersecurity lab for hands-on experience. - Utilize common tools such as nmap, Metasploit, Burp Suite, and OSINT tools
May 2018 – Present	Game Design and Development: - Own, design, test, and maintain content, scripts, and data for game systems - Develop and maintain game design documentation - Communicate, coordinate and participate in a collaborative, interdisciplinary, cross-studio team environment - Continually iterate, balance and tune content, data, and gameplay based on feedback from team, QA, and playtesting
Aug. 2016 – Dec. 2020	Prep Cook – Wegmans Food Markets: - Played a pivotal role in meeting production requirements, ensuring timely preparation, and maintaining dish quality for customer satisfaction. Thriving in a dynamic, multitasking environment. Seamlessly transitioning between front-of-house and back-of-house duties.
Apr. 2016 – Oct. 2016	Game Master – Shadowland Laser Adventures: - Briefed customers on game rules, safety guidelines, and equipment operation, ensuring an enjoyable and secure gaming experience.

Education

2018 - 2021	UMBC – Credits toward B.S. Game Development
2012 - 2018	Howard Community College – A.A. Gaming and Simulation Design
2020 - Present	Cybersecurity Self Study – OverTheWire, HackersArise, Coursera: *https://coursera.org/verify/professional-cert/2PNS77AW3HGV*
2023 - Present	Harvard CS50

Skills

Software	LibreOffice, Git, Unity, Game Maker, Unreal Engine, Godot, Metasploit, Aseprite, Blender,
Programming	C++, Python

Languages

English	Native tongue
French, Spanish	Fair