

Brian Corpus

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Objective

Seeking a Game Design and/or Software Development/Programming co-op or full-time position using programming skills in C# and/or C++. Available May 2023.

Education

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2023

Bachelor of Science, Game Design and Development

GPA 3.41

Related Courses: Data Structures and Algorithms I/II (C++), Interactive Media Development (C#, Unity), Web Design and Implementation (HTML/CSS, JavaScript), Game Design and Development I/II, Casual Game Development, Level Design 1, AI in Game Environments

Skills

Programming Languages: C++, C#, Java, HTML, CSS, JavaScript

Game Engines/Level Editors: Unity, Unreal, Valve Hammer Editor

Projects

Half-Life 2 FPS Level, Academic Project

November 2022 – December 2022

- Created an FPS level in Half-Life 2 using the Valve Hammer Editor
- Demonstrates understanding of pacing and flow
- Leveraged info_node_hint, ai_goal_assault, and ai_goal_standoff to simulate realistic NPC movement

Amateur Rhythm Game, Academic Project

January 2022 – May 2022

- Created a rhythm game alongside three other students using Unity
- Leveraged Collider2D and Collision2D to detect collision with notes
- Applied PlayerPrefs and JsonUtility to save player's stats between scenes and for leaderboards system
- Utilized SpringJoint2D to ensure player's collision with notes was seamless
- Implemented particle systems and gradients for sprite effects

Work Experience

ACORD/ACORD Solutions Group

Jun 2021 – Aug 2021

Back End Developer (Internship)

Nanuet, NY

- Created a JSON validator compatible with JSON Pathways and MVEL
- Coordinated with a group of developers on a Blockchain using AWS