

Brian Corpus

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Career Objective

Seeking a Software Development/Programming full-time position using programming skills in C# and/or C++.

Work Experience

Regal Entertainment Group

Jan 2024 – Present

Assistant Manager (Part-Time)

Nanuet, NY

- Supervise and train staff to keep up with company standards while maintaining efficiency
- Effectively resolve concerns and conflicts of customers and staff

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

Projects

Genetic Algorithm AI, Academic Project

November 2022 – December 2022

- Created a Genetic Algorithm using Unity
- Algorithm simulates NPC pathfinding of an obstacle course over multiple generations
- Utilized raycasting and in-engine physics to detect collision with obstacles and determine fitness of NPC

Web API Website, Academic Project

January 2022 – March 2022

- Created a website that interfaces with an API utilizing JavaScript
- Leveraged Web Components and Ajax to return results based on user input
- Implemented Firebase to save user records and return popular selections of multiple users

Education

Rochester Institute of Technology (RIT), Rochester, NY

August 2023

Bachelor of Science, Game Design and Development, Minor – Modern Language Japanese

GPA 3.39

Related Courses: Data Structures and Algorithms I/II (C++), Web Design and Implementation (HTML/CSS, JavaScript), Rich Media Web App Development I (HTML, JavaScript), Foundations of Game Graphics Programming (C++)

Skills

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

Software: GIT, JIRA, Firebase, Visual Studio, Eclipse

Familiar Concepts: Version Control, Pointers, Singletons, Object-Oriented Programming (OOP), Web Components, JSON, XML, Polymorphism