

Brian Corpus

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Career Objective

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

Work Experience

RIT – School of Interactive Games and Media

May 2023 – August 2023

Game Developer (Internship)

Remote

- Worked with students and faculty to develop Changeling, a to-be-shipped virtual reality game in Unreal Engine 4
- Perform daily stand-up meetings with team members to discuss the progress of our bi-weekly Sprints
- Utilized Perforce as a form of version control across the entire development team

Funkitron

Aug 2022 – March 2023

Level Balancer (Part-Time)

Remote

- Tested new levels of game(s), recording results and additional notes so developers can properly balance it

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

Shadowshaper, Personal Project

July 2024 – Present

- Coordinated with a small group of developers to create a puzzle game in Godot
- Designed unique mechanics and levels that allow the player to learn and utilize critical thinking skills

Mineshafted, Academic Project

January 2023 – May 2023

- Collaborated with a group of developers to create and publish a mod for Fallout: New Vegas
- Developed custom scripts that are unique to new weapons and NPCs found in the mod

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++), Interactive Media Development (C#, Unity), Web Design and Implementation (HTML/CSS, JavaScript), Game Design and Development I/II, Casual Game Development, Level Design I, AI for Game Environments, Foundations of Game Graphics Programming (C++), Undergraduate Seminar Game Modding

Skills

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

Game Engines/Level Editors: Unity, Unreal Engine 4, Valve Hammer Editor, Garden of Eden Creation Kit, Godot