

Brian Corpus

(845) – 596 – 5920

bcc6912@rit.edu | [LinkedIn](#) | [Portfolio](#)

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

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

Half-Life 2 FPS Level, Academic Project

November 2022 – December 2022

- Created an FPS level in Half-Life 2 using the Valve Hammer Editor that demonstrates an understanding of pacing and flow

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 (G.E.C.K.)