# Brian Corpus

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## Objective

Seeking a Game Design/Development and/or Gameplay 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 August 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 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, Valve Hammer Editor, Garden of Eden Creation Kit (G.E.C.K.)

## 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

*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
- Implemented LineRenderer to show the best recorded path and best path of last generation

## Work Experience

**Funkitron** — Aug 2022 – Present

Level Balancer (Part-Time) — Remote

- Test 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