Brian Corpus

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Objective

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

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

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

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