

# Brian Corpus

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## Objective

Seeking a Game Design/Development and/or Gameplay Programming full-time position using programming skills in C# and/or C++. Available September 2023.

## Education

**Rochester Institute of Technology (RIT)**, Rochester, NY

Expected 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, Valve Hammer Editor, Garden of Eden Creation Kit (G.E.C.K.)

## 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
- Leveraged info\_node\_hint, ai\_goal\_assault, and ai\_goal\_standoff to simulate realistic NPC movement

## Work Experience

**RIT – School of Interactive Games and Media**

May 2023 – Present

Game Developer (Internship)

Remote

- Working with students and faculty to develop Changeling, a virtual reality game in Unreal Engine 4
- Perform daily stand-up meetings with team members to discuss the progress of our bi-weekly Sprints

**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