Corbyn LaMar

Technical Game Designer

in/corbyn-lamar | 907-406-0549 | gocorbyn@gmail.com | www.corbyn-lamar.com

Languages	Technical	Interests
- Advanced C / C++	- Unity Engine	- Gameplay Mechanics
- C#	- Visual Studio	- Gameplay Tools/Automation
- Java (Familiar)	- Valgrind	- Procedural Generation
	- Git Source Control	- Particles and VFX
	- SVN	

Projects

Technical Designer | Quality Director   **April 2023 - October 2023**
We're Tethered Together | **2D Puzzle Platformer (Unity, C#)**   **10 Person Interdisciplinary Team**

- Curated 8 levels to adapt to evolving game mechanics, ensuring a dynamic and engaging player experience throughout development.
- Documented and systematically resolved reported bugs from the project's issue log.
- Implemented tools such as a cutscene manager and an audio persistence tool.
- Refined gameplay mechanics such as doors with buttons, moving platforms, and the eye threat manager.
- Organized prefabs for efficient project development.
- Applied code reworks for different systems to offer controller support.

Systems Programmer | Co-Producer   **August 2022 - July 2023**
Inline: Out of Time | **2D Time Attack Action Platformer (Custom Engine, C++)**   **12 Person Interdisciplinary Team**

- Coded the graphics engine architecture, managing the graphics & render pipeline development.
- Implemented core engine functionality, such as the mesh manager, graphics system, and a particle system.
- Engineered gameplay systems, such as delivery objectives, dynamic objective targeting, a dynamic camera, and user interface systems.
- Collaborated on the game production cycle utilizing weekly sprints and task documentation.

Systems Programmer | Gameplay Programmer   **January 2022 - April 2022**
Nowhere to Grow | **2D Puzzle Adventure Platformer (Custom Engine, C)**   **6 Person Programming Team**

- Created a seamless tilemap and object loading process by deserializing CSV files generated from Tiled.
- Designed and implemented a player state machine, streamlining action management and player animation.
- Crafted a camera system with parallax effects incorporated into background visuals.
- Engineered trigger areas using bitmasks, enabling game object interactions and collisions to be finely controlled within the project.

Experience

Teacher's Assistant - System Design Methods   **January 2024 - Present**
DigiPen Institute of Technology   **Redmond, WA**

- Guided students in comprehending principles and practices for effective system design.
- Offered constructive feedback to enhance students' proficiency in designing scalable and efficient systems.

Teacher's Assistant - Level Design Methods   **August 2023 - December 2023**
DigiPen Institute of Technology   **Redmond, WA**

- Assisted students in understanding methods for designing 2D and 3D spatial environments.
- Provided feedback to students on techniques for procedural level content control and player guidance.

Barista   **June 2021 - August 2022**
Starbucks   **Redmond, WA**

- Collaborated actively and communicated effectively with 8 team members at a time to maintain workflow.
- Efficiently handled multiple tasks and met both deadlines and order qualifications to meet customer satisfaction.

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Education

Bachelor of Science in Computer Science and Game Design   **Expected April 2025**
DigiPen Institute of Technology   **Redmond, WA**
- Dean's List (2021 - Present)

Awards

Overall Design Award   **April 2019**
2019 FIRST Robotics Tech Challenge World Championship Houston   **Houston, TX**

Certifications

CompTIA Network+   **May 2021**
TestOut Corporation
- Credential ID 6-1C6-BXWPE

CompTIA A+   **May 2020**
TestOut Corporation
- Credential ID 6-1C6-264H7