

Corbyn LaMar

Technical Game Designer

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



Languages

- Advanced C / C++
- C#
- Java (Familiar)

Technical

- Unity Engine
- Visual Studio
- Valgrind
- Git Source Control
- SVN

Interests

- Gameplay Mechanics
- Gameplay Tools/Automation
- Procedural Generation
- Particles and VFX

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, the dynamic camera, and the user interface system.
- Collaborated on the game production cycle utilizing weekly sprints and task documentation.

Experience

Teacher's Assistant - Level Design Methods

August 2023 - Present

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.

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

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Certifications

CompTIA Network+

TestOut Corporation

May 2021

- Credential ID 6-1C6-BXWPE

CompTIA A+

TestOut Corporation

May 2020

- Credential ID 6-1C6-264H7