

# Corbyn LaMar

## Technical Game Designer

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



### Languages

- Advanced C / C++
- C#
- Blueprint Visual Scripting
- Java (Familiar)

### Technical

- Unity Engine
- Unreal Engine
- Visual Studio
- Valgrind
- Git/Github/SVN/Perforce
- Data Structures
- Memory Management
- Network programming
- Algorithm Design/Analysis
- Artificial Intelligence
- GLM, GLFW, GLEW
- Linear Algebra
- Code Reviews
- Pairs Programming
- Unit Testing
- Doxygen/Code Documentation
- Figma
- Engine Architecture
- JSON Serialization

### Specializations

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

## Indie Projects

### Technical Designer | Quality Director

April 2023 - October 2023

#### *We're Tethered Together* | 2D Puzzle Platformer (Unity, C#)

10 Person Interdisciplinary Team

- Curated 5 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.

## Academic Projects

### Technical Level Designer | Gameplay Programmer

August 2024 - Present

#### *Eidolon: Fate of Fools* | 3D Arena First Person Shooter (Unreal, Blueprints & C++)

7 Person Interdisciplinary Team

- Developed core level mechanics including the player spawning system, card pool spawners, and bounce pads to elevate level design.
- Designed and gray boxed 2 multiplayer arena shooter maps, integrating gameplay features that promote strategic movement.

### Technical Designer | Gameplay Programmer | Creative Director

August 2023 - April 2024

#### *Cats N Critters: A Dungeon Claw-er* | 3D Top Down Dungeon Crawler (Unity, C#)

10 Person Interdisciplinary Team

- Implemented a procedurally generated dungeon using a multi-step modular constructionist approach with wave function collapse.
- Added unit testing, seeding, and telemetry to level systems to optimize room count and gameplay time for peak engagement.
- Engineered gameplay mechanics like moving platforms and environmental triggers to enhance interactive elements.
- Designed visual effects for abilities, character actions, and environments to enhance the feel and feedback of our gameplay systems.
- Maintained the game's vision by crafting user stories, organizing documentation, and aligning ideas to support team cohesion.

### 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.

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- 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.

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## Game Jam Projects

### Level Designer

August 2024

#### *Tropical Raceway* | Unreal Fest 2024 Seattle (UEFN) | 12 Hours

5 Person Interdisciplinary Team

- Collaborated with a team to design and build a Rocket Racing track using Unreal Editor for Fortnite (UEFN) during a one-day Epic Games-hosted event.
- Shaped track layouts by whiteboarding road designs and refining spline paths for smooth gameplay flow.
- Engineered mechanics for slow-down zones and optimized turns to enhance track playability and excitement.
- Conducted iterative playtests, gathering feedback from Epic employees and UEFN creators, and making real-time adjustments to improve the player experience.

### Gameplay Programmer

January 2024

#### *Tumbleweed Simulator* | Global Game Jam 2024 (Unity, C#) | 48 Hours

7 Person Interdisciplinary Team

- Developed core gameplay mechanics, including checkpoint tracking, a timer, bounce obstacles, and kill planes.
- Implemented responsive camera controls based on a spherical character controller.
- Integrated and animated artist-provided UI assets for a unique in-game HUD and main menu.

### Gameplay Programmer

July 2023

#### *Fernando's Italian Slice House* | GMTK Game Jam 2023 (Unity, C#) | 48 Hours

4 Person Programming Team

- Designed randomizable tilesets and backgrounds adding variety to the game's environment.
- Engineered a moving chef character as a kill plane increasing tension as players navigate the pizzeria.
- Built a Cinemachine-based camera system to dynamically track the player character within bounds and padding.
- Developed an in-game options menu and integrated audio assets.

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## Experience

### Class Instructor

June 2024 - August 2024

#### *Open World*

Redmond, WA

- Instructed STEM classes developed for students within the K-12 age group.
- Simplified complex engineering, robotics, technology, and game design concepts to teach to the target audience of given classes.

### Teacher's Assistant - System Design Methods

January 2024 - July 2024

#### *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**

*DigiPen Institute of Technology*

- Dean's List (2021 - Present)

**April 2025**

**Redmond, WA**

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### Awards

**Overall Design Award**

*2019 FIRST Robotics Tech Challenge World Championship Houston*

**April 2019**

**Houston, TX**

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### Certifications

**CompTIA Network+**

*TestOut Corporation*

- Credential ID 6-1C6-BXWPE

**May 2021**

**CompTIA A+**

*TestOut Corporation*

- Credential ID 6-1C6-264H7

**May 2020**