Corbyn LaMar

Technical Game Designer

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Languages

- Advanced 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

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

April 2023 - October 2023 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

DigiPen Institute of Technology

August 2023 - Present

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 Starbucks

June 2021 - August 2022

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 DigiPen Institute of Technology

Dean's List (2021 - Present)

Expected April 2025 Redmond, WA

Awards

Overall Design Award

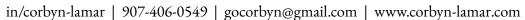
2019 FIRST Robotics Tech Challenge World Championship Houston

April 2019

Houston, TX

Corbyn LaMar

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Certifications

CompTIA Network+

May 2021

TestOut Corporation

Credential ID 6-1C6-BXWPE

CompTIA A+

May 2020 TestOut Corporation

Credential ID 6-1C6-264H7