

Anthony Corbin

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AnthonyCorbinProgrammer@gmail.com

GitHub: <http://goo.gl/GbW1Wy>

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Skills

Core Competencies

- C++
- C# .net
- Java
- JavaScript
- OpenGL
- PHP

- Visual Studio 2012/13/15
- IntelliJ Ultimate 13,14
- Unity 3.5 – 5.x
- Google Docs
- Microsoft Office 97-13

Technical Skills

- OOP (Object-Oriented Programming)
- Information Modeling
- Database Design
- Tutoring

Project History

Description

Role & Responsibilities

Date

Super Dungeon Bros

The bro-tastic co-op dungeon brawler coming to Xbox One, PlayStation 4, Windows 10, PC and Mac

Website:

www.superdungeonbros.com

Game Tools Programmer

- Develop Analytics Manager
- Bug fix game logic in Unity scripts
- Bug fix Unity Editor Scripts
- Update API calls to OAuth2

Technologies: Unity, php, MySQL, C#, OAuth

2/2015-present

Analytics Manager

Logs game events to MySQL database and local debug file

Lead Developer

Created the following:

- Adding features to existing event structure
- Generic C# Json converter
- Php script to dynamically create MySQL tables from Json event
- Generate Analytic Reports

Technologies: Unity, php, MySQL, C#

2/2015

Google Drive Manager

In house developer tool to handle authentication and downloading files from google drive.

Developer

- Maintained existing C# API in Unity
- Adapted .Net 4.5 API to Unity's .Net 3.5 using external program
- Created Unity Editor plugin for developers to use

Technologies: C# 3.5 & 4.5, output pipes, OAuth 2

2/2015

Cyclops Shooter

On the rails shooter developed in Unity for the Oculus

Back End Developer

- Add features to rail system to fire game events
- Develop AI and Unity editor for enemies
- Create movement system for enemies

Technologies: Unity, Oculus DK2

1/2015

Game Engine

For creating games in a GUI using LUA script components and loading binary resources such as OBJs, shaders, scripts, and images.

Full-Stack Developer

- Developed solid C++ API for student use
- Maintained backwards compatibility for students reliant on engine for class work
- Created GUI that allows creation of games
- Provided support for students using engine for class work

11/2014

Tribble Defense

Web based puzzle game

Demo: <http://goo.gl/Gn1f3A>

GitHub: <http://goo.gl/D32uQy>

Game Logic Programmer

Wrote the following:

- Game logic
- Screen transition template
- Assorted Javascript tools

Technologies: Javascript, CreateJS, HTML5

9/2014

A* Pathing Editor

Edits and tests A* nodes.
Exports to file.

Full-Stack Developer

- Translating screen space clicks into world space rays
- Detecting ray collisions in world space
- Binary file serialization

Technologies: OpenGL, A*, C++

3/2013

PHP Server Management

View, update, download, and delete files and folders. Run MySQL queries. Supports multiple users with different permissions.

Full-Stack Developer

- Multi User
- Contained in one php page
- Use Ajax for string manipulation tools
- Directory browser

Technologies: php, jQuery, Ajax

1/2012

Employment History

9/2013-present

Academic Tutor/Teachers Assistant

Neumont University

Develop and grade assignments, create unit tests, organize and host study sessions. Requires strong debugging skills, ability to explain complex systems, a commitment to helping others, and the ability to learn and explain course material on the fly.

Subjects: OOP, C++, Game Physics, Intro to C#, C# MVC, Algorithms and Data Structures, Threading

7/2010-7/2012

Lead Sound Technician

Saginaw Arts and Sciences Academy

Run soundboard for performances for school and for other performances using theater. Train other students on sound system. Interface with performers and delegate tasks to team.

1/2011-10/2011

Web Master

www.Cheiza.com (Shizia Khan)

Managing website, updating product information, posting new products, editing design elements, updating blog, editing illustrations using Adobe Illustrator, Acrobat, and Photoshop.

2/2010-6/2012

Self-Employed; Anthony's Computer Service

Virus removal, system optimization, troubleshooting software issues, set up and installation of operating systems and wireless systems, general system debugging.

3/2008-7/2012

Lead Sound Technician

Anchor of Hope Church of God

Maintain sound system, computer software, and equipment connections. Balance multiple channel inputs and monitor audio performance during services. Manipulate various technologies to adapt to sound system. Debugging audio inconsistencies, setting up equipment for off-site events.

Education	Bachelor of Science Game and Software Development Neumont University (Summa cum Laude) (GPA: 3.95)	Expected 9/2015
Honors/Awards	Presidential Scholarship	9/2012 – present
Certifications	CIW Site Development Associate	6/2011
