Corey Mundy Software/Game Developer

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I am a highly motivated and creative developer with a strong foundation in building user-focused Games and Software solutions. With proven ability to contribute to impactful projects, demonstrated through my experience at Parsons and Alpine Data Solutions, and my award-winning personal projects. I am eager to leverage my technical expertise and collaborative spirit to contribute to innovative teams and mentor future developers.

SKILLS

Programming Languages

- C#, C++, Python, and QT(2 years)
- HTML (1 year)

Tools & Frameworks

- Unity, Jira, Confluence, Dear ImGui, and Agile/Scrum (2 years)
- Google Test, Unreal Engine, and Maya (1 year)

Methodologies

- OOP, MVC (5 years)

IDEs & Version Control

- Visual Studio (5 years)
- GitLab/GitHub (4 years)
- VS Code (3 years)
- TortoiseGit (2 years)

EXPERIENCE

Junior Software Developer

Parsons — April 2023 – May 2025

- Implemented new features for the Integrated Thread Analysis and Simulation Environment (ITASE) tools.
- Developed bytecode translation to standard data types (e.g., uint64_t, char*).
- Worked on front-end development using C++ frameworks (Dear ImGui) and Python libraries (PySide).
- Built a Ground Route Planner plugin with C++ and Dear ImGui.
- Created a utility plugin for garbage file cleanup after high-volume simulation runs.
- Developed a plugin to assist in managing DIS (Designated Interactive Simulation) enumerations in compliance with SISO (Simulation Interoperability Standards Organization standards).
- Rebuilt the Lab Status GUI as Lab Manager using Dear ImGui and C++.
- Wrote unit tests using C++, Google Test, and Dear ImGui.
- Participated in Agile Scrum ceremonies for daily stand-ups, sprint planning, and retrospectives.

Web Developer Extern

Alpine Data Solutions — January 2022 – June 2022

- Developed a web application for the commercial trucking industry to schedule maintenance online.
- Technologies used: Java, Angular (TypeScript), Hibernate, DBeaver.
- Collaborated with internal and external teams using the Scrum methodology.

EDUCATION

B.S. in Software and Game Development,
Neumont College of Computer Science, September 2019 – September 2022.
Magna Cum Laude (GPA: 3.85).

PROJECTS

Project SAFESPACE - Unity VR Game (C#)

- Developed a VR game aimed at mental relaxation.
- Implemented interactive systems to allow players to control the virtual environment.
- Completed the project in 10 weeks.

No See Demons - Unity Game (C#)

- Created a maze game in which players collect crystals to escape.
- Implemented AI that searches for the player.
- Completed in 72 hours for the Neumont Game Jam.

Cursed Pac-Man - Unity Game (C#)

- Built a 3D Pac-Man-style game in Unity.
- Designed ghost AI pathfinding and a first-person movement system.
- Winner of the Neumont College Project Showcase.

Ultimate Connect 4 - .NET Web Application (C#)

- Implemented online multiplayer functionality.
- Secured the application with login and password authentication.
- Winner of the Neumont College Project Showcase.

AWARDS

- Standing Ovation Award – Parsons DRIVE Program.
- Two-Time Winner Neumont College Project Showcase.