

Corey Horne

GAME DEVELOPER

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I'm a game developer based in Brisbane, Australia, currently seeking professional opportunities in the games industry.

ACHIEVEMENTS

One Ship's Trash

- Ranked #2 in people's choice for Season of the Dev!

Slender Flashlight

- 27k downloads
- 9.4/10 rating
- Popular YouTube engagement

RELEVANT SKILLS & SOFTWARE

Programming:

- Unity C# (Advanced)
- Unity editor extensions
- Netcode for GameObjects
- Unreal C++
- Unreal Blueprints

3D Modelling:

- Blender
- Organic modelling
- Hard-surface modelling

Animation:

- 3D Character animation
- 3D Environment animation

Video Editing & Motion Graphics:

- Adobe Premiere Pro
- Adobe After Effects

Image Editing & Textures:

- Adobe Photoshop (Advanced)
- Substance Painter

Game Publishing & Community Management:

- Posting community updates
- Engaging with community
- Interactions with YouTube influencers

PROJECTS & EXPERIENCE

One Ship's Trash (2025)

- Fast-paced development (48 hour project)
- Submission for Season of the Dev Game Jam 2025!
- 2D physics
- Team management & coordination

Untitled Mobile Game (2025)

- Project management
- Professional experience as a contractor
- Experience with ads & monetisation

Dinosaur Simulator (2024)

- WebGL support
- System optimisation
- Multi-platform support
- Advanced AI design
- 3-day prototype delivery created during GCAP Melbourne!

EDUCATION HISTORY

Bachelor of Digital Design

University of Canberra (TAFE South Bank)

Current Study 2022 - 2024

High School Diploma

Northpine Christian College
Year of Graduation: 2016