Corey Horne

GAME DESIGNER

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I'm a Brisbane, Australia based game developer 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:
- ·Advanced knowledge in Unity C#
- ·Advanced knowledge in Unity JavaScript
- ·Beginner knowledge in Unreal C++
- ·Beginner knowledge in C++
- ·Intermediate knowledge in developing editor tools
- ·Experience in networking

3D Modelling:
- ·Intermediate knowledge in Blender
- ·Organic modelling
- ·Hard-surface modelling

Animation:
- ·Character animation
- ·Environment animation

Video Editing & Motion Graphics:
- ·Adobe Premiere Pro
- ·Adobe After Effects

Image Editing & Textures:
- ·Advanced knowledge in Adobe Photoshop
- ·Intermediate knowledge in 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 managment & 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