

# Corey Horne

## GAME DEVELOPER

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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 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*