TIM KORECKY VIDEO GAME PROGRAMMER

PROJECTS

Neon Night Riders (Current)

3D, fast-paced, competitive multiplayer game in Unreal Engine 4 / C++.
- Responsible for setting up the base networking, ensuring all player movement and actions are replicated across the network.
- Writing custom player classes for character logic and behavior.
- Implementing a dynamic camera system to properly frame and follow the player while allowing an informative view over the state of the city.

DX11 Rendering Framework (Current)

C++ rendering framework utilizing DirectX 11.2 and HLSL.
- Writing a variety of shaders in HLSL in NVIDIA's FX Composer.
- Incorporating shaders into a custom rendering framework programmed in C++ from scratch.
- Extends the data-driven game engine.

Magic Mirror

Interactive display in Unity / C#.
- Programmed user profiles to link RFID with a SQLite database to simulate Disney MagicBand functionality.
- Utilized Kinect speech recognition for self-service reservations at a chosen park, restaurant, and time with a requested party size.
- Utilized a C# application to separate stored user information and speech recognition from the animation and sound interface.

Data-Driven Game Engine

C++ game engine with support for XML scripting.
- Supports runtime definition and execution of classes and functions through XML.
- Wrote custom implementations of common STL containers.

Rapid Prototypes

Five rounds of rapid game prototypes.
- Involved random five-person teams, each with a two week duration.
- Each had a specific goal: written in Flash, focus on story, emergent gameplay, built to a mobile platform, prototype capstone pitch.

EDUCATION

M.S. Interactive Entertainment, Programming   2013-2014

University of Central Florida – Florida Interactive Entertainment Academy (FIEA)

B.S. Computer Science   2006-2010

Syracuse University

CONTACT

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SKILLS

C/C++ (Primary), C#
DirectX 11 / HLSL
68K Assembly
Flash / AS3
Unreal Engine 4, Unity
Kinect Speech Recognition
SQLite
Visual Studio
Perforce, Git

EMPLOYMENT

Development Programmer
MEDITECH   2010-2012

Microsoft Student Partner
Microsoft Corporation   2007-2010

Senior IT Consultant
Syracuse University   2007-2010