

Vittorio Corbo

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EDUCATION

Georgia Institute of **Tech**nology, Atlanta, Georgia. || GPA: **3.65** || Graduation: **Spring 2024**

- Candidate for Bachelor of Science in **Computational Media**.
- Relevant Coursework: Game Studio Capstone, Game Design, Game AI, Objects & Design, Data Structures & Algorithms, Intro to Artificial Intelligence, Machine Learning.

WORK EXPERIENCE

Roblox || Intern Game Designer || Excel, Jira, Roblox Studio || San Mateo, CA. *May-Aug 2022*

- Designed Levels for Game Based Assessments, as a part of the Assessment Tools team, that are used in the recruiting process to measure creativity and problem solving.
- New levels helped diversify and create robustness to the hiring testing suite.
- Collaborated with Psychologists, Artists, Software Engineers, and Game Designers.

Castix LLC || Software Developer Intern || Unity, Trello, Git, C || Remote. *May-Aug 2023*

- Ported and enhanced functionality of a multi-Actor HUD system, for Medieval Lands (an old-school-like MMORPG); thus cleaning the UI and improving its code structure.
- Collaborated with other programmers to manage the data sent by the new server infrastructure and using the original source code from a proprietary C engine.

PROJECTS

Equinox || Unity/C#, Trello | Team Project (Lead) | VGDev, Game Dev club | *Aug2023-Jan2024*

- Built a First Person Puzzler, centered on grappling in 0G to rebuild a spaceship.
- Led art, code, music, design teams to collaboratively create a cohesive project.
- Create project deliverables every three weeks alongside update reports.
- Itch.io <https://vitoxio.itch.io/equinox> || Github: github.com/vittorio-corbo/Equinox

Dry || Unreal Engine 5/C++, Trello || Team Project || VGDev, Game Dev club || *Sept-Dec 2022*

- Ideated gameplay mechanics, game feel and level design.
- Survival-horror game set in a desert. No inventory, only the ability to hold items on hands. Based on collecting gas canisters to refuel car whilst escaping a monster.
- Website: gtvgdev.com/games-archive/dry

The Un-BEATable Game || GMS2, FL Studio || Solo Project || *Apr 2018-Present*

- A musical bullet-hell where players want to get shot; bullets take the shape of the musical notes of the music that is playing; centers on the Breaking of the Fourth Wall.
- Sole creator of games: code, design, music, artwork, marketing, story.
- Steam: store.steampowered.com/app/1511560/Vittorio_Corbos_UnBEATable_Game/

SKILLS

Coding: Unity/C#, Unreal, GMS2, C/C++, Python, Java, HTML/CSS+Javascript, SQL/PHP, Assembly.

Software: Git, Jira, VSCode, Trello, Microsoft suite, OpenGL, numpy/pandas/pytorch/django, Slack.

Languages: English (native), Spanish (native) || **Citizenships:** US, Chile, Italy.