Vittorio Corbo

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EDUCATION

Georgia Institute of **Tech**nology, Atlanta, Georgia. || GPA: **3.63** || Graduation: *Spring 2024*
- Candidate for Bachelor of Science in **Computational Media.**
- Relevant Coursework: Data Structures and Algorithms, Game Design, Intro to Artificial Intelligence, Interactive Narrative, Machine Learning, Objects and Design.

WORK EXPERIENCE

Roblox || Intern Game Designer || 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 || Remote. *May-Aug 2023*
- Ported and enhanced functionality of a multi-Actor HUD system, for the remake of an old-school MMORPG; thus cleaning the UI and improving its code structure.
- Collaborated with 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 || Team Project (Lead) || VGDev (Game Dev club) || *Aug 2023-Present*
- Building a First Person Puzzler, centered on grappling to fix a spaceship in space.
- Leading art, code, music, design teams to collaboratively create a cohesive project.
- Create project deliverables every three weeks alongside an update report.
- Github: github.com/vittorio-corbo/Equinox

Alphabet || GMS2 || Solo Project || *May 2020*
- Video game submission for the 2020 Game Maker's ToolKit Game Jam. Theme: Out of Control. Ranked #434 out of 5477. (Largest Game Jam at the time).
- The game merges Twister and Snake as the player fights their own muscle memory, as they obtain letters, which change the controls as they race against time.
- Itch.io: *vitoxio.itch.io/alphabet*

The Un-BEATable Game || GMS2 || Solo Project || *Apr 2018-Present*
- Indie bullet hell where the player wants 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: Microsoft suite, Trello, Git, VSCode, OpenGL,numpy/pandas/pytorch/django, Jira, Slack.
Languages: English (native), Spanish (native) || **Citizenships:** US, Chile, Italy.