

Email: vcorbo@gatech.edu | Website: vittoriocorbo.com & vittorio-corbo.github.io

EDUCATION

Georgia Institute of Technology, Atlanta, Georgia
 Candidate for Bachelor of Science in Computational Media
 GPA: 3.34.
 Graduation, Spring 2024.

PERSONAL PROJECTS

- The Un-BEATable Game | Game Maker Studio 2 Solo project. Indie bullet hell game. Emphasis on Genre without Mechanic Design. 4 years in the making, to be released on Steam, TBA.
- Alphabet | Game Maker Studio 2
 Video game submission for the 2020 Game Makers Tool Kit Game Jam.
 Ranked #434 out of 5477 game submissions. (Largest Game Jam at the time).
 Link: vitoxio.itch.io/alphabet
- **Vittoriocorbo.com/vittorio-corbo.github.com** || Html/Css & Javascript. *Personal website, showcasing personal projects and various other works.*
- Typing is Hard with Vittorio Corbo || Game Maker Studio 2
 Typing Game, based on de-gamifying the act of typing.
 Link: vitoxio.itch.io/typing-is-hard-with-vittorio-corbo

SKILLS

- Coding: Python, Java, GMS2, HTML/CSS, Sql/Php, Pascale, Basic/Assembly, C.
- Software: Game Maker Studio 2, Atom, DaVinci Resolve, Microsoft Suite.
- **Languages**: English native, Spanish native.
- Notable Coursework:
 - CS 1332 Data Structures and Algorithms.
 - CS 2110 Computer Organization and Programming.
 - LMC 4720 Interactive Narrative.

WORK EXPERIENCE

- Vertically Integrated Project: Retrofuturistic Hardware: Music, Gaming and Computing. Experimenting and compiling Software for the SEGA Dreamcast. Working under professor: Aaron Lanterman.
 Georgia Institute of Technology, Atlanta GA, January-Present 2022.
- Teaching Assistant for CS 2050, Discrete Math. A mix of Recitation, office hours and grading. Working under professor: Ronnie Howard.
 Georgia Institute of Technology, Atlanta GA, January-Present 2022.