

Vittorio Corbo

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EDUCATION

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

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

WORK EXPERIENCE

Castix LLC || Intern Game Programmer || Unity/C#, Trello, Git, C || Remote. *May - Aug 2023*

- **Ported** and **enhanced** functionality of a multi-Actor **HUD UI** system for **Medieval Lands**, an MMORPG
- Cleaned Player, NPC, and enemy name tags and stats, improving playability by distinguishing between different actors, emulating the **original C engine's** functionality and enhancing it in a modern engine
- **Collaborated** with other **programmers** to manage the data sent by the **new server infrastructure**
- Feature tested for deployment, by testing the multitude of player settings and actors' customization

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

- Designed **New Levels & Mechanics** for Game Based Assessments, improving the robustness and diversity of the hiring testing suite, to measure creativity and problem solving of **5000** yearly applicants
- **Iterated** quickly, building prototypes and using proprietary tools, from **testing** to a **polished** product
- Collaborated alongside Psychologists, Artists, Software Engineers, Producers, and Game Designers

Teaching Assistant || Discrete Math || LaTeX, Gradescope || Georgia Tech. *Jan - May 2022*

- Taught recitations, resolved student queries by holding bi-weekly office hours, and graded both homeworks and exams; Worked under professor: Ronnie Howard

PROJECTS

Vittorio Corbo's Un-BEATable Game || Solo Indie Developer || GMS2, FL Studio, Git || *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 and talking directly to the player
- **Sole creator** of games: code, design, music, artwork, marketing, story; shown at **Dreamhack Atlanta**
- Steam: store.steampowered.com/app/1511560/Vittorio_Corbos_UnBEATable_Game/

Grin and Gas || Game Lead || Unity/C#, Trello, FL Studio, Aseprite, Git || Georgia State University. *Jan 2024*

- GSU Global GameJam "**Best Use of Theme**" Winner. Theme: Make Me Laugh. 48 hour timespan.
- Led a group of **5**; built a top down shooter where the player escapes an asylum by using laughing gas
- Submission: <https://globalgamejam.org/games/2024/grin-and-gas-1>

Equinox || Game Lead || Unity/C#, Trello, Git, Blender, Discord || Georgia Tech. *Aug 2023 - Jan 2024*

- Lead of a First Person Puzzle Platformer, centered on **grappling** in 0G to rebuild a wrecked spaceship
- Led a team of **15** art, code, music, & designers as a part of Georgia Tech's GameDev club (**VGDev**)
- Created project deliverables and update reports for **3 week sprints**; ran bug testing to polish the game
- Itch.io <https://vitoxio.itch.io/equinox> || Github: github.com/vittorio-corbo/Equinox

SEGA Dreamcast Homebrew || Software Developer || C/C++, Git || Georgia Tech. *Jan 2022 - May 2023*

- Developed small **2D** and **3D** games using DreamSDK, KallistiOS, and **OpenGL**, alongside other students
- Burned and ran games on **original hardware**; project led by professor: Aaron Lanterman
- Documented work and created comprehensive technical guides of workflows for students to follow
- Github: <https://github.com/drock2024/Dreamcast>

Dry || Game Designer || Unreal Engine 5/C++/Blueprints, Trello || Georgia Tech. *Aug - Dec 2022*

- Survival-horror game where the player has no inventory, only the ability to hold items on both hands.
- Ideated gameplay mechanics, game feel and level design, as a part of **VGDev**, alongside a team of **13**
- Solidified player toolset and interplay between game systems, and determined the monster's behaviour
- Website: gtvgdev.com/games-archive/dry

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, LaTeX, Linux, WSL, DBeaver, Docker, Roblox Studio, Perforce, Unity Shaders, Blender, Figma, Discord

Languages: English (native), Spanish (native), French (elementary) || **Citizenships:** US, Italy [EU Citizen], Chile