# Corey
## Programmer
## Brisbane, Australia

## Overview

- Strong knowledge of object-oriented programming and game development tools including Unity3D and C#
- Diploma of Game Development at SAE Qantm
- Consistently commended by professors for programming abilities, grasp of multiple technologies and creative problem solving.
- Known as a dedicated worker and multitasker who strives to consistently exceed expectations.

## Technical Skills

**Primary Language**
- C# (4+ years)

**Software Experience**
- Unity3D, ProBuilder
- Adobe Photoshop, Premiere Pro, After Effects
- Quixel Suite, Mixer, and Megascans
- Paint.NET
- 3DS Max
- Audacity

**Gameplay Programming**
- Player Controllers
  - 2D, 3D, VR
  - Keyboard/Mouse, Controller, Motion Tracked (VR)
- Game Systems
  - Character Stats and Interactions
  - Networking and Multiplayer
  - Online Scoring
  - Level Creation Tools
  - Content Creation Tools (Steam Workshop)
  - Custom Physics Interactions

**Miscellaneous**
- Windows Overlay Applications
- Working knowledge of C++ for Arduino/Raspberry Pi
- Working knowledge of Git (SourceTree/GitKraken)
- Working knowledge of HTML/CSS and JavaScript

## Education

Completed a Diploma of Game Development at SAE Brisbane in 2018.
My years of prior game development experience allowed me to approach each assignment differently, and complete unique projects that met and exceeded the requirements of the assessments.

## VIRTUAnimator (TOOL)
*Year: 2016*

VIRTUAnimator is a VR-based animation tool, allowing a user to create and export keyframed animations within VR space. Steam Workshop support allowed for custom assets to be loaded and animated.

### Challenges
The first part of development was done without any VR equipment, instead relying on markerless mocap and a wireless mouse to simulate the tracked VR controller and headset.
VR wasn't yet commercially available, and many conventions were still being determined among VR developers.

### Accomplishments
Exporting to a 3D format was added at user request, and pushed the tool from a self-contained experience to something that could be used within a professional animation pipeline.
Using the Unity3D Editor as the SDK for player-generated content allowed for incredibly-powerful control of created assets.

## Last Man Standing (GAME)
*Year: 2015*

Last Man Standing is a simple online multiplayer game where players blend into a crowd of AI, and try to take out the other players to be the last remaining. It was built as a way to learn about the then-new UNet networking systems of Unity 5.

### Challenges
One of the largest challenges was moving from the previous Raknet infrastructure to UNet, which was a fundamentally different system. The ways in which data was sent had drastically changed, and required a different approach for even the simplest of actions.

### Accomplishments
The game ran efficiently both graphically and over the network, allowing everyone to play with their friends on even the weakest of machines. The game reached 1 million downloads in 2018.

## OVERDRIVE (GAME)
*Year: 2015*

Created as part of the #MakeItSUPERHOT challenge, OVERDRIVE was designed to match the visual aesthetic and base gameplay of the game SUPERHOT. Keeping the same hook of, "Time only moves when you move" but with some core changes, such as enemies that can move outside of time.

## Challenges
Started just 5 days before the competition deadline, everything had to be created from scratch. All the systems of a complete game needed to be created quickly, as well as all the visual/audio elements.
Creating individual time-scales for each enemy type and projectile also proved to be quite challenging.

## Accomplishments
Character and Level Aesthetic was closely matched to the source, with performance allowing the game to run smoothly even on non vr-ready machines. Re-usable game systems allowed various enemy types to be easily created, with custom spawning methods per level.

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## Work Experience

### Self-Employed Developer
*2014 - Present*

Working as a solo game developer and asset creator. Created and released various games and tools, including VR animator, VFX compositor, and beginner-friendly assets for Unity3D.

### Various Tech Support
*2009 - Present*

Providing professional support to customers, as well as personal support to a network of locals and family/friends, including Virus/Malware removal, HDD Data Recovery, Building and Repairing PCs and Laptops, and setting up home networks.