

Corey Blackburn

Game Developer

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Objective:

Working on teams to facilitate a shared vision for making high quality products.

Professional Experience:

Game Engineer, www.2clams.com

March 2012 – October 2012

2clams studios, San Francisco, CA (telecommute)

Developed House Wife Wars, a mobile game released on both Android and iOS. I worked with 2 other engineers developing a framework around Papaya Game SDK as well as gameplay logic and fixing bugs using the PapayaAS language. Communication was done over Skype for daily stand-ups and bi-monthly sprint demos.

Education:

DigiPen Institute of Technology, Redmond, WA

December 2012

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

Student Projects:

Sky Battletron X, 3D space shooter – C++/Lua

September 2011 – April 2012

Developer/Producer

Worked on gameplay scripts written in Lua as well as expanding on the physics engine to suit our current needs, and fixing bugs. Also lead a collaborative team of 9 containing 5 artists, 3 programmers and a designer. Managing the team schedule, submitted weekly status reports and presented milestones.

StarBound: A race beyond the clouds, 3D racer – C++

September 2010 – April 2011

Developer/Producer

Developed a 3D physics engine with primitive collision detection and integrated it into a component-based, data-driven architecture with Lua scripting. Managed team schedule, submitted weekly status reports and presented milestones.

Varial, 2D puzzle-adventure – C++

September 2008 – April 2009

Developer/Producer

Developed a 2D physics engine that utilized separating axis theorem for collision detection. Managed team schedule, submitted weekly status reports and presented milestones.

Technical Skills:

Languages: proficient in C++, familiar with ActionScript 3.0, Lua, GLSL, XML, HTML, CSS

API's used: OpenGL, GLUT, GLUI, WinSock

IDE's used: Visual Studio 2005-2012, Eclipse, Adobe Flash CS5, Flash Develop

Version Control: TortoiseSVN, TortoiseHg, GitHub

Project Management Skills:

Leadership: Scheduled meetings, organized timelines, used Trac to assign tasks and verified completion, delivered milestone presentations to faculty, led weekly SCRUMs

Personal: strong presenter, working in teams, managing people, organized, assessing priorities/time management

Tools: Word, Excel, PowerPoint, Visio, OpenProj, Subversion, Doxygen, Trac, Trello

Documents: SWOT Analysis, Request for Proposal, Status Reports, Cash-flow Statement, P&L, Game Design Document, Technical Design Document

Methodologies: SCRUM, Waterfall, Agile, iterative game development