

Vittorio Corbo

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EDUCATION

Georgia Institute of Technology - Atlanta, Georgia

Aug 2020 - May 2024

- Bachelors of Science in **Computational Media** || Concentrations: AI & Games || GPA: 3.65
- Relevant Coursework: Game Studio Capstone, Game Design, Game AI, Interactive Narrative, Machine Learning, Data Structures & Algorithms, Artificial Intelligence, Deep Learning

WORK EXPERIENCE

Castix LLC - Intern Unity Developer | Medieval Lands

May - Aug 2023

- Ported and enhanced a multi-Actor HUD UI system, from a proprietary C engine into Unity
- Standardized Player, NPC, and enemy name tags and stats, to improve UI readability
- Collaborated with programmers to manage the data sent by the new server infrastructure
- Feature tested for deployment the multitude of player settings and actor customizations

Roblox - Intern Game Designer | Roblox Assessments

May - Aug 2022

- Designed 2 Levels and their Mechanics that measure problem solving in entry-level applicants
- Iterated quickly, by building prototypes inside proprietary tools to develop a shipped product
- Worked alongside Lead Game Designer to internalize vision and meet stringent requirements
- Reused existing mechanics in new ways to reduce development and production costs

Georgia Tech - Undergraduate Researcher | SEGA Dreamcast Homebrew

Jan 2022 - May 2023

- Developed 2D & 3D games, alongside 5 students, in OpenGL under Professor Aaron Lanterman
- Researched a diverse array of other engines and workflows due to scarce online resources
- Documented work and created technical guides; burned and ran games on original hardware

PROJECTS

Equinox - Game Lead (Unity)

Aug 2023 - Jan 2024

- Led a team of **15** people, by mentoring, deliberating tasks, and running weekly Stand-ups
- Ran 3-week long sprints alongside update presentations to showcase progress
- Scripted all scene functionality; ran bug testing & polish, to meet a 4-month development time
- Designed a physics-based movement system alongside Metroidvania progression system

Vittorio Corbo's Un-BEATable Game - Solo Indie Developer (GMS2)

Apr 2018 - Present

- Implemented a bullet-hell combat system, with unique mechanics that invert genre tropes
- Synced music to the combat, creating a custom file format to process and ingest music songs
- Iterated design across multiple playtests including 2 Steam Next Fests & Dreamhack Atlanta
- Connected with the Steam API for fourth wall breaking storytelling

Dry - Game Designer (UE5)

Aug - Dec 2022

- Collaborated within a team of **13** to build a survival horror game
- Defined the players gameplay mechanics, and the interplay with the monsters' capabilities
- Created global systemic gameplay systems within all entities in the horror playbox

SKILLS

- **Coding**: C#, C/C++, Python, Java, HTML/CSS+Javascript, SQL/PHP, Assembly, Lua
- **Tools**: Unity, Unreal, GMS2, Git, Jira, VSCode, Trello, OpenGL, LaTeX, Roblox Studio, Docker
- **Languages**: English (native), Spanish (native), French (elementary)

AWARDS

GSU Global GameJam "Best Use of Theme" Winner - Grin And Gas (Unity)

Jan 2024

- Led a group of 5, designed the game concept, deliberated tasks, and cut features to meet time
- Theme: Make Me Laugh; Timespan: 48 hour