

Corey Novich

gameplay programmer

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- REFERENCES AVAILABLE -

PROGRAMMING LANGUAGES

- C++ • C# • C
- Java • Javascript
- Python • HTML • CSS

PROGRAMS & TOOLS

- Visual Studio • MonoDevelop
- Unity • HMX Engine • Unreal Engine 4
- Perforce • Git • Team City
- Maya • Mudbox • Motionbuilder
- Adobe Creative Suite

DEVELOPMENT PLATFORMS

- Console Development
on PS4, XB1, Nintendo Switch
- PC / Mac Development
- Mobile Development on IOS, Android

SKILLS

- Gameplay Systems
- Online Multiplayer
- Player Controls
- UI / UX
- Computer Graphics:
Rendering, Rigid Body Physics,
Physically Based Simulations
- Algorithms & Code Architecture
- Linear Algebra
- Arduino & other Microcontrollers
- Video Games & Education
- Cross-Discipline Communication
- Positivity!

ADDITIONAL PROJECTS

- Threshold: Platformer, Global Game Jam 2014, team of 7 (C#, Unity)
- Unity Mesh Fracturing Plugin, team of 3 (C#, C++, Unity)
- Raytracer, Volumetric Renderer, Mini-Maya (C++, Visual Studio)
- Robot Hockey Tournament, team of 4 (C, M2 Microcontroller, MRF wireless)

EDUCATION

University of Pennsylvania, School of Engineering & Applied Science

- MSE Computer Graphics & Game Technology, 2015 (GPA 3.81)
- BSE Digital Media Design, 2014 (GPA 3.51)

Rhode Island School of Design

- Certificate in Photography, 2009

WORK EXPERIENCE

Harmonix Music Systems, Boston, MA

Gameplay Software Engineer, July 2016 - Present

- Rock Band 4, Rivals Expansion **PS4, XB1**
Synchronous Online Multiplayer, Missions & Seasons. (C++, HMX engine)
- Super Beat Sports **Nintendo Switch**
Networked multiplayer & character customization. (C++, HMX engine)
- Prototype Team (C#, Unity, Android & PC), Unreal training (Unreal Engine 4)

UPenn Computational Memory Lab, Columbia University Memory & Navigation Lab

Computer Graphics and Gameplay Programmer, Nov. 2014 - July 2016

- Experiment framework for spatial navigation research games.
- Darpa funded spatial navigation memory games for research (C#, C++, Unity, **Oculus Rift**, EEG).

Sony (SCEA) Playstation, San Mateo, CA

Product Development Intern, Summer 2014

- 4K R&D Project for Viability of 4K Resolution Games
Gameplay programming, procedural text generation, & behavioral animation algorithms.
Team of 4, Sponsored by Sony and World Wide Studios.

Fat Pebble Ltd Games, Brighton England

Game Design & Development Intern, Summer 2013

- Clay Jam **Leap Motion**
Leap Motion gameplay control improvements. (C#, Unity)
- Prototypes (C#, Unity), analysis of 'free-to-play' design.

SIG Center for Human Modeling and Simulation

Lab Assistant, Spring 2012 - 2014 • Research Intern, Summer 2012

- Crowd sim. paper contributions, motion capture & cleaning (Vicon Nexus)

OTHER EXPERIENCE

- GDC Conference Associate 2018
- SIGGRAPH Board Member,
UPenn Chapter
- Penn Play Game Jam 2014,
Women In Games Showcase
- Girls & Games Photography book
- UPenn Varsity Fencing Team
- Proficient in Spanish