

CORY KOSECK

GAME DEVELOPER | CORYKOSECK.COM

SKILLS

LANGUAGES

- C#, C++, JAVA

ENGINES/Frameworks

- UNITY3D, WINFORMS

OTHER

- GAMEPLAY PROGRAMMING, DEBUGGING, AI, VISUAL STUDIO, VERSION CONTROL, SCHEDULING, GAME DESIGN, LEADERSHIP, CODE COLLABORATION, TRELLO, AGILE, PROBLEM SOLVING, TEAMWORK, RAPID PROTOTYPING, COMMUNICATION

EXPERIENCE

G.I.R. • JANUARY 2017 – APRIL 2017 • UNITY, C# • ANDROID • PASSION PROJECT

- Infinite runner published to the Play Store, lead programmer.
- Created a random generation infinite platform system.
- Connected to Google Play Services to make use of their Leaderboard and Achievements system.
On the Play Store at: <https://play.google.com/store/apps/details?id=com.SevenArk.GIR>

TRADING COMPANY • JULY 2017 – CURRENT • UNITY, C# • ANDROID, IOS, PC • UNIVERSITY CAPSTONE

- Strategy game set to be launched on PC and mobile, only programmer.
- Set up core mechanics of the game, such as terrain generation, save/load system, and the random event system.

THINK WELL, COOK BETTER • JULY 2017 • UNITY, C# • PC • COLLABORATIVE PASSION PROJECT

- Cooking game akin to Chopped, lead programmer working with a designer.
- Set up all core mechanics of the game, such as the minigames, and the dialogue system.

EDUCATION

- Game Development (Bachelor of Science) • January 2015 – October 2017 • Full Sail University

VOLUNTEER EXPERIENCE OR LEADERSHIP

- Eagle Scout
 - Troop SPL (Senior Patrol Leader) dealing with running the troop.
 - Eagle Scout Project involved creating games for children.
- Game Jams and other projects can be found on my website.



KoseckCory@gmail.com



@The7ark



(813) 403-9533



[HTTPS://WWW.LINKEDIN.COM/IN/CORYKOSECK](https://www.linkedin.com/in/corykoseck)