Corbyn LaMar

Technical Game Designer and Gameplay Programmer

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Skills

Languages: C/C++, C#, Unreal Blueprint Visual Scripting, Java, Python

Software: Visual Studio, Git, GitHub, SVN, Perforce, Figma, Valgrind, Doxygen, Blender

Engines: Unity Engine, Unreal Engine, C++ Custom Engine

Programming/Math: Object-Oriented Programming, Data Structures, Memory Management, Network Programming, Algorithm

Design/Analysis, Agent Artificial Intelligence, Code Reviews, Pairs Programming, Unit Testing, Code Documentation, Engine Architecture,

JSON Serialization/Deserialization, Debugging, Linear Algebra, 3D Vector Math, Calculus, Discrete Mathematics

Specializations: Gameplay Mechanics, Gameplay Tools/Automation, Level Design, Procedural Generation

Projects

Technical Level Designer | Gameplay Programmer [Academic Project] Eidolon: Fate of Fools | 3D Arena First Person Shooter (Unreal, Blueprints & C++)

August 2024 - Present 7 Person Interdisciplinary Team

- Developed networked arena mechanics including the player and weapon spawning systems, bounce pads, and a propulsion tunnel tool along a spline that can propel players and projectiles along its path in order to provide designers more level tools.
- Designed and gray boxed 2 multiplayer arena shooter maps, integrating gameplay and level features that promote strategic movement.

Technical Designer | Quality Director [Bun Bun Games] We're Tethered Together | 2D Puzzle Platformer (Unity, C#)

April 2023 - October 2023 10 Person Interdisciplinary Team

- Curated 5 levels to adapt to evolving game mechanics, ensuring a dynamic and engaging player experience throughout development.
- Documented and systematically resolved reported bugs from the project's issue log.
- Implemented tools such as a cutscene manager and an audio persistence tool.
- Refined gameplay mechanics such as doors with buttons, moving platforms, and the eye threat manager.
- Applied code reworks for different systems to offer controller support.
- Published on Steam on October 13th, 2023 and showcased by Seattle Indies at the Washington Gaming Expo 2024.

Technical Designer | Gameplay Programmer | Creative Director [Academic Project] Cats N Critters: A Dungeon Claw-er | 3D Top Down Dungeon Crawler (Unity, C#)

August 2023 - April 2024 10 Person Interdisciplinary Team

- Implemented a procedurally generated dungeon using a multi-step modular constructionist approach with wave function collapse.

- Added unit testing, seeding, and telemetry to level systems to optimize room count and gameplay time for peak engagement.
- Engineered gameplay mechanics like moving platforms and environmental triggers to enhance interactive elements.
- Created visual effects for abilities, character actions, and environments to enhance the feel and feedback of our gameplay systems.
- Maintained the game's vision by crafting user stories, organizing documentation, and aligning ideas to support team cohesion.

Systems Programmer | Co-Producer [Academic Project]

August 2022 - July 2023

Inline: Out of Time | 2D Time Attack Action Platformer (Custom Engine, C++)

12 Person Interdisciplinary Team

- Coded the graphics engine architecture using OpenGL, managing the graphics & render pipeline development.
- Implemented core engine functionality, such as the mesh manager, graphics system, and a JSON serializable particle system.
- Engineered gameplay systems, such as delivery objectives, dynamic objective targeting, a dynamic camera, and user interface systems.
- Collaborated on the game production cycle utilizing weekly sprints and task documentation, leading the game to be published on Steam on March 29th, 2024.

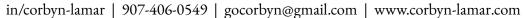
Systems Programmer | Gameplay Programmer [Academic Project] Nowhere to Grow | 2D Puzzle Adventure Platformer (Custom Engine, C)

January 2022 - April 2022 6 Person Programming Team

- Created a seamless tilemap and object loading process by deserializing CSV files generated from Tiled.
- Designed and implemented a player state machine, streamlining action management and player animation.
- Crafted a camera system with parallax effects incorporated into background visuals.
- Engineered trigger areas using bitmasks, enabling game object interactions and collisions to be finely controlled within the project.

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Game Jam Projects

Level Designer

August 2024

Tropical Raceway | Unreal Fest 2024 Seattle (UEFN) | 12 Hours

5 Person Interdisciplinary Team

- Built a Rocket Racing track using Unreal Editor for Fortnite (UEFN) during a one-day Epic Games-hosted event in collaboration with 5 people.
- Shaped track layouts by whiteboarding road designs and refining spline paths for smooth gameplay flow.
- Engineered mechanics for slow-down zones and optimized turns to enhance track playability and excitement.
- Conducted iterative playtests, gathering feedback from Epic employees and UEFN creators, and making real-time adjustments to improve the player experience.

Gameplay Programmer

January 2024

Tumbleweed Simulator | Global Game Jam 2024 (Unity, C#) | 48 Hours

7 Person Interdisciplinary Team

- Developed core gameplay mechanics, including checkpoint tracking, a timer, bounce obstacles, and kill planes.
- Implemented responsive camera controls based on a spherical character controller.
- Integrated and animated artist-provided UI assets for a unique in-game HUD and main menu.

Gameplay Programmer

July 2023

Fernando's Italian Slice House | GMTK Game Jam 2023 (Unity, C#) | 48 Hours

4 Person Programming Team

- Designed randomizable tilesets and backgrounds adding variety to the game's environment.
- Engineered fish joints using Unity physics for dynamic and responsive character movement.
- Created a moving chef character as a kill plane increasing tension as players navigate the pizzeria.
- Built a Cinemachine-based camera system to dynamically track the player character within bounds and padding.
- Developed an in-game options menu and integrated audio assets.

Experience

Class Instructor
Open World

June 2024 - August 2024

Redmond, WA

- Instructed STEM classes developed for students within the K-12 age group.
 - Simplified complex engineering, robotics, technology, and game design concepts to teach to the target audience of given classes.

Teacher's Assistant - System Design Methods

January 2024 - April 2024

DigiPen Institute of Technology

Redmond, WA

- Guided students in comprehending principles and practices for effective system design.
- Offered constructive feedback to enhance students' proficiency in designing scalable and efficient systems.

Teacher's Assistant - Level Design Methods

August 2023 - December 2023

DigiPen Institute of Technology

Redmond, WA

- Assisted students in understanding methods for designing 2D and 3D spatial environments.
- Provided feedback to students on techniques for procedural level content control and player guidance.

Barista
Starbucks

June 2021 - August 2022

Redmond, WA

- Collaborated actively and communicated effectively with 8 team members at a time to maintain workflow.
- Efficiently handled multiple tasks and met both deadlines and order qualifications to meet customer satisfaction.

Education

Bachelor of Science in Computer Science and Game Design

April 2025

DigiPen Institute of Technology

Redmond, WA

- Dean's List (2021 - Present)

Awards

Overall Design Award April 2019

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Houston, TX

Certifications

CompTIA Network+ May 2021

TestOut Corporation

- Credential ID 6-1C6-BXWPE

CompTIA A+ May 2020

TestOut Corporation

- Credential ID 6-1C6-264H7